

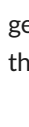
Goombas



Goombas are one of the most common enemies you'll encounter. These grumpy little creatures generally patrol small areas, waddling toward Mario whenever they spot him. To defeat a Goomba, simply hop onto its head—one jump, and it's done.



If a Goomba has a Tanooki tail, a little more caution is advised. Tail Goombas jump toward you, and a midair collision can be a painful experience. When it lands, the Tanooki Goomba performs a tail whip. Jump over the attack to safely land on its head.



When a Goomba has wings, it's known as a Paragoomba. These enemies are just as vulnerable to your jumps, but they're generally a bit harder to reach. Paragoombas don't usually react to Mario's presence, so it's often easier to slip right past them.

Biddybuds



Biddybuds aren't particularly aggressive, but that doesn't mean they aren't dangerous! These creatures usually appear in groups, circling platforms or marching in formation. Jump on a Biddybud to defeat it.



Winged Biddybuds, or Para-Biddybuds, follow predetermined paths as they patrol the skies. Like their earthbound counterparts, Para-Biddybuds can be defeated with a simple jump.

Koopa Troopas



When you jump on a Koopa Troopa, it tucks into its shell. Once this happens, you can kick the shell into nearby enemies. Position yourself so that the shell is directly between you and your target, then run straight ahead to launch a powerful projectile along the ground.

Caution

Green Shells plow right through most enemies, but they ricochet off of walls. When you kick one, make sure you don't find yourself caught in its path!

The Bros

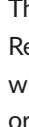


These dangerous enemies may look similar to Koopa Troopas, but their projectile attacks make them much more formidable. Hammer Bros can be identified by their green outfits. When they spot you, they attack by throwing hammers.



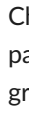
Boomerang Bros don blue outfits. As you can probably guess, they attack by throwing boomerangs. After two throws, a Bro usually jumps to a new location before resuming his attacks. To defeat a Bro, get in close and jump on his head.

Stingbies



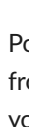
When you're traversing precarious platforms, few enemies pose a larger threat than the Stingby. Stingbies are extremely territorial, and they're always prepared to deal with trespassers. Jump on these enemies to defeat them, but make sure you avoid their stingers. Stingbies can chase you over long distances, but they aren't able to change their altitude. If you're just looking to avoid a fight, make your way to higher ground or drop down out of their paths.

Piranha Plants



Throughout your adventure, you'll encounter a variety of Piranha Plants. The color of each plant indicates its specific attack. Red Piranha Plants wait for you to get close, then they lunge forward and snap their jaws. Inky Piranha Plants are black with white spots. These enemies spit out globs of ink that temporarily obscure your vision. Fire Piranha Plants, which are black with orange dots, begin spitting fireballs as soon as they see you. All three varieties are vulnerable to your jumps. As long as you remember to dodge their attacks, they shouldn't give you much trouble.

Cheep Cheeps



Cheep Cheeps are common enemies found in underwater areas. These wide-eyed fish are usually content to let you swim right past them, but you'll take some damage if you brush up against one. If you'd rather not take your chances, use an underwater ground pound to attack a Cheep Cheep from above.

Bloopers



Bloopers are another common aquatic enemy. These sneaky squids are more aggressive than Cheep Cheeps, so it's usually best to keep your distance. The Blooper's erratic movements can make it hard to dodge in tight spaces, so they'll put your swimming skills to the test. To defeat one of these enemies without the aid of a power-up, use an underwater ground pound to attack them from above—just watch out for the Blooper's charge! After a Blooper winds up to attack, it swims upward with a sudden burst of speed.

Porcupuffers



Porcupuffers aren't aggressive, but their large size often makes it difficult to swim past them. The Porcupuffer's spikes protect it from standard attacks, but a single fireball is enough to take one out. If you find yourself without a suitable power-up, however, you'll have to rely on precision swimming. Porcupuffers usually follow a predetermined path. As long as you keep your distance, you should be able to pass right by them.

Spike Eels



Spike Eels are big, durable, and always ready for a meal. These giant creatures are spread throughout most underwater areas, waiting in their dens for a tasty snack to swim by. Luckily, Spike Eels are usually very easy to spot. When you approach a Spike Eel, it swims about halfway out of its den. After a moment, it pulls back into its den and repeats the process. If you have a suitable power-up, you can hit a Spike Eel with a few projectiles to make it back off. If you keep attacking, you'll eventually defeat it. This takes a fairly long time, however, so it is usually best to swim past them.

Tip

Mario's Statue form is powerful enough to defeat a Spike Eel with a single ground pound. Statue Leaves aren't generally provided in underwater areas, so consider bringing one along when you head into one of these levels.

Thwomps



Thwomps are immune to all standard attacks, so don't bother trying to harm them. When you approach a sleeping Thwomp, its eyes spring open and it slams to the ground. As long as you stay near it, the agitated enemy slams down at regular intervals. Between each attack, you usually have just enough time to dash through the impact zone.



These creatures are most commonly found in Bowser's castles, but you'll encounter them in a variety of other levels, too. On rare occasions, you'll even find Thwomps equipped with Tanooki tails. Tail Thwomps are much more mobile than their wall-sliding counterparts, but they use a similar slam attack.

Wallops



Despite their size, Wallops are incredibly nimble creatures. When you approach one, it blocks your path by mirroring each of your movements. Hop up to bait the Wallop into doing the same, then slip past it while it slams to the ground. Like Thwomps, Wallops are immune to standard attacks, but these enemies can often be used as mobile platforms.

Draglets



Draglets may not be the fastest-moving enemies, but their fireballs make them fairly effective guards. When you approach one of these creatures, it takes a deep breath to build up an attack. Dash in and jump on a Draglet's head to finish it off quickly.

Dry Bones



These enemies may seem fragile, but Dry Bones are one of the game's most resilient creatures. When you jump on a Dry Bones, it crumbles to pieces. Unfortunately, your victory is short-lived—within moments, a downed Dry Bones is back in the fight. You can repeat the process as often as you like, but the result is always the same.

Magikoopas



Magikoopas can be a handful! These enemies appear out of thin air, conjure a magical attack, then vanish from sight to start the whole process over. If you can reach one of these elusive enemies, you can defeat it by jumping on its head. A Magikoopa is most vulnerable just before it casts a spell, so that's your best opportunity to attack. It's not always possible to get in close, however. If a Magikoopa proves particularly troublesome, it is usually best to simply move on.

Lava Bubbles



Lava Bubbles are living fireballs that can be found in most of Bowser's castles. These creatures can't be destroyed, so it's best to move past as quickly as possible. Lava Bubbles aren't particularly hostile, but they do have a knack for springing into your path when you least expect it.

Magmaarghs



Magmaarghs are large lava-dwelling monsters. After a Magmaargh emerges, it moves straight ahead, passing through any obstacles in its path. These enemies are immune to all attacks, but they're fairly easy to avoid. Just wait for the Magmaargh to pass by, then continue on your way before the next one emerges.

Monty Moles



These sneaky little critters are generally found in underground areas. Monty Moles burrow out of sight, only to spring up when you approach. After they emerge, they usually follow a predetermined path. Monty Moles almost always appear in groups, but as long as you survive the initial ambush, they aren't particularly difficult to handle. Step aside to let a Monty Mole walk right past you, or jump on its head to defeat it.

Morty Moles



Morty Moles can be found in underground areas, but they venture up to the surface on occasion. They don't react to your presence, but these oversized enemies can still be a handful. You must jump on a Morty Mole two times to defeat it. As they tend to appear in narrow passages, this may not always be an option. When you don't have enough space to jump, look for a power-up, or find a route that takes you around them.

Rocky Wrenches

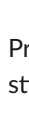


Rocky Wrenches are commonly found on airships, but you'll have to deal with them in a variety of levels. These crafty moles show themselves just long enough to throw a wrench at you before dropping back out of sight. To defeat a Rocky Wrench, dodge its attack and jump on its head.

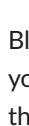
Bullet Bills



These fast-moving enemies mean business! Once fired, Bullet Bills travel in a straight line, ready to take out anyone unfortunate enough to be in their path. You can jump on a Bullet Bill to defeat it, but it is usually best to simply stay out of its way.



Banzai Bills are much larger than Bullet Bills, but they're fairly similar in most respects. Like Bullet Bills, Banzai Bills are vulnerable to your jumps. Of course, it's much more difficult to get above these massive enemies.



Every so often you'll spot a Tail Bullet Bill. This enemy performs tail whips as it travels along its path, so use caution if you try to slip past one.

Bob-ombs



Bob-ombs may be small, but they pack quite a punch. When left alone, a Bob-omb wanders aimlessly around a small area. If you get too close, however, the Bob-omb scrambles toward you as it prepares to detonate. Kick flashing Bob-ombs away from you, or use a projectile to cause an instant explosion. When you stumble upon a group of these enemies, it's generally best to retreat until they explode.

Fuzzies



Fuzzies are usually found on tightropes, but these odd little guys often travel along special tracks. Fuzzies rarely work alone. If you find one, chances are there are more in the area. These critters are immune to your attacks, so you'll generally have to find a way around them.

Sandmaarghs



Sandmaarghs lurk underground, just waiting for the chance to spring to the surface. Watch the shadow as it approaches. When the Sandmaargh is directly below you, the shadow disappears. When that happens, jump away to dodge the beast as it breaks through the surface. To defeat the Sandmaargh, hop on its head before it dives back underground.

Pokeys



Pokeys may sport friendly grins, but these prickly foes are best avoided. However, if you have an appropriate power-up, you can use boomerangs, fireballs, or tail whips to take down these opponents a piece at a time. Damage a Pokey's head to defeat it.

Spinies



With their spike-covered shells, Spinies are able to fend off most attackers. These bulky turtles are fairly aggressive, so it's usually best to keep your distance. Their tops are well protected, but they're still vulnerable from the side. A fireball, boomerang, or tail whip is all it takes to dispatch a Spiny. If you don't have a suitable power-up, however, Spinies are best left alone.

Floppers



When it comes to dealing with the Floppopper, it's all about choosing the right moment. One half of its body is covered in deadly spikes; the other half is completely unprotected. The Floppopper moves by flipping end over end, regularly exposing its vulnerable underbelly in the process. When its spikes are safely out of the way, jump onto a Floppopper to take it down.

Prongos



Prongos are protected by heavy armor, so there's no sense in facing them head-on. Instead, wait for your enemy to make the first move. When a Prongo attacks, it jumps in the air and dives toward you. If you step out of the way, the overeager enemy drives itself into the ground. Jump onto its flailing legs to defeat it.

Prongos can deflect fireballs and boomerangs, but the Tanooki Suit's tail whip is capable of knocking them off their feet. You still have to finish them off with a jump, but it certainly speeds up the process.

Blokkabloks



Blokkabloks often contain useful power-ups, so it's usually worth having a look. The top of a Blokkablok is covered in spikes, so you have to attack from below. As a Blokkablok circles an area, it usually alternates between floating in the air and sliding along the ground. These enemies always follow predetermined paths. Watch a Blokkablok as it circles an area, then move into a suitable location along its path. Crouch down and wait for the enemy to return, then jump up to hit each Block in its body.

Caution

You must hit every Block to defeat the enemy. If you miss one, make sure you crouch under the spike as its tail passes over you.

Fake Blocks



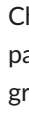
Fake Blocks blend right into the environment, waiting for a chance to pounce. When you approach a Fake Block, it blinks its eyes and springs into action. Stay clear of its attack, then jump on it and smash it from above.

Chain Chomps



Chain Chomps are fast, tough, and downright ferocious. When you approach a Chain Chomp, it lunges at you with startling speed. If you manage to avoid the attack, it's only because your enemy is securely fastened to the ground. Chain Chomps are immune to your attacks, so nothing short of a Super Star can overcome their snapping jaws. These enemies are often used to guard important objects. When you need to venture into a Chain Chomp's territory, bait it into attacking before you move into range. After it lunges, the Chain Chomp takes a couple of seconds to recover—make sure you're back out of range before it does!

Boos



Boos are about as sneaky as it gets. These devious little ghosts only approach while your back is turned. When you face a Boo, it covers its eyes, hoping you won't notice it. Boos are immune to all standard attacks, so unless you find a Super Star nearby, you don't have much choice but to play along. More common power-ups won't defeat these enemies, but they can allow you to escape dangerous situations. When you hit a Boo with a fireball, boomerang, or tail whip, it temporarily disappears.

Tail Boos are a little more aggressive than standard Boos. When your back is turned to one of these enemies, they move in with a series of tail whips.



Big Boos behave exactly like the smaller versions, but these massive enemies are completely immune to projectiles and tail whips.

Peepa



Peepa aren't aggressive, but their eerie gaze can be a little unnerving. These grinning ghosts usually appear in large groups, twirling gracefully as they circle the area. Like Boos, Peepa temporarily vanish when you hit them with a fireball, boomerang, or tail whip.

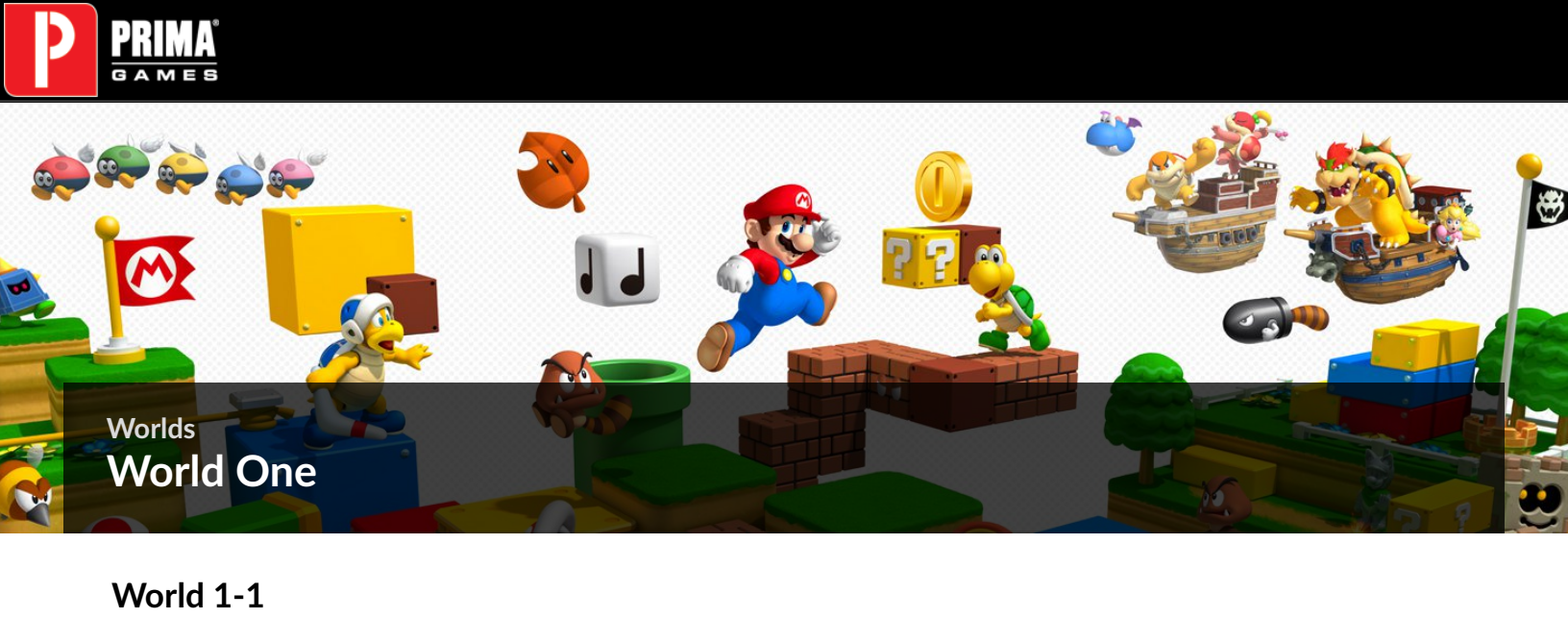
Coin Coffers



Coin Coffers aren't easy to find, but they're well worth tracking down. When you stumble across a Coin Coffer's hiding spot, it attempts to flee. Jump on its head five times to defeat it. If you land all five jumps without touching the ground, you're rewarded with an extra life.

Tip

Ground pound a Coin Coffer to defeat it in one hit!



Worlds

World One

World 1-1



Star Medal



The first Star Medal is located near the beginning of the level. Hit the ? Block at Point 1 to reveal a Super Leaf, then move toward the bottom of the screen. When you spot the tightrope to the right, hop on and collect the Star Medal.



Smash the crate at Point 2 and head into the secret area. After you collect the hidden 1-Up Mushroom, turn around and head back outside.

Star Medal



After you reach the Checkpoint Flag, move to the left and climb the tree near the wall. When you reach the top of the tree, handspring onto the Note Block and bounce up to the floating platform. Enter the nearby Pipe to find a secret area. Reaching the Star Medal isn't quite as simple as it seems. Jump up to the view plate to shift the camera angle, then jump over and grab the Star Medal on the other side of the room.

Tip

Don't be too quick to move past the checkpoint. Run through the Fluff to reveal a Super Mushroom, and climb the remaining trees to find a coin and a hidden Super Leaf!



Defeat the Tail Goomba in the tunnel to collect a Super Leaf. Jump up to the single Block and smash it to uncover a Tail Wheel. Tail-whip the Tail Wheel to raise the platform through a hole in the tunnel's ceiling. Jump off of the platform before it drops back to the ground. Grab the green + Clock, then smash the crates and search the area for coins. When you're ready to continue, follow the trail of coins back down to the main path.



Use the Binoculars to get a better look at the rest of the level. Scan the area for the remaining Star Medal, then look for Toad near the Goal Pole at the end of the level. When you zoom in on Toad, he attempts to show you how to complete the level.

Star Medal



The level's last Star Medal is floating high above the main path. Use the Note Block on the path's left side and climb the steps to the tightrope. Move to the center of the tightrope, then bounce up to grab the Star Medal. Continue across the tightrope and hit the ? Block on the next platform to collect another Super Leaf.

Tip

Run through the Fluff beneath the tightrope to reveal a Super Mushroom.



The Big Tail Goomba can be a troublesome obstacle. To help overcome its size advantage, climb up to the platform on the path's right side and drop down for a surprise attack.

World 1-2



There's a Fire Flower in one of the ? Blocks at Point 1. Grab this useful power-up to make your run through the level much easier.

Star Medal



After you deal with the Inky Piranha Plant, move to the right edge of the bridge. When the bridge rotates around, it takes you right through the level's first Star Medal.



Don't miss the coin past the Checkpoint Flag—collect it to reveal a hidden trail of coins in the area.



Before you deal with the Koopa Troopas at Point 4, locate the Invisible Blocks near the room's entrance to find a Super Star. Use the brief period of invincibility to clear out the Koopa Troopas without worrying about stray Green Shells. Check the ? Blocks to find another Fire Flower before you move on.



Tip

Hop onto the ? Blocks along the back wall. Jump up to find a hidden ledge, then move to the left to collect a 1-Up Mushroom. If you follow the ledge to the right, you'll eventually find a World Warp Pipe that leads to World 2.

Star Medal



The level's second Star Medal is located at Point 5. The secret area's exit Pipe places you past the Star Medal, so be sure to head back if you need to collect it. Clear out the Inky Piranha Plant, then walk across the moving platforms. When the platform passes under the Star Medal, jump up to collect it.

Star Medal



When you reach the wooden bridge, look for the Star Medal along the back wall. Avoid the spiked balls as you make your way across the bridge. After you're safely across the gap, move to the back wall and clear out the Inky Piranha Plants along the ledge to the left. Jump up to collect the Star Medal before you move on.



If your Fire Flower power-up is still active, use a fireball to ignite the pedestal at Point 7. Collect the revealed coins, then use the Pipe to reach the level's Goal Pole.

World 1—Mystery Box



After you complete World 1-2, you gain access to your first Mystery Box. This Mystery Box serves as a tutorial, but it also gives you the chance to earn a Star Medal. Grab the Fire Flower near the back wall, then destroy the Goomba Boards and collect your reward before time runs out.

World 1-3



Star Medal



To collect the level's first Star Medal, you'll need a little help from an old friend. When the level starts, use the nearby Binoculars to locate Toad up on the cliffs to the right. When you zoom in on Toad, he throws the Star Medal into place. When you're ready to collect the Star Medal, use the Note Block to bounce up and grab it.

Tip

You don't need to collect the Star Medal right away. Make sure you hit the nearby Roulette Block before you move up the path.



After you enter the Mystery Box at Point 2, run to the ? Block to the right. This ? Block contains an endless supply of coins, so collect as many as you can before time runs out.



There's a hidden Pipe below the blue grate at Point 3. When you're ready to move on, drop down from the ledge and use the Pipe to enter a secret area. Before you leave, hit the Block near the right wall to reveal a Fire Flower.



Ground-pound the tree stumps to collect some coins and a Super Leaf. Clear out the Fire Piranha Plants to earn a Fire Flower. There are some tricky areas coming up, so consider switching back to the Tanooki Suit after you grab the new power-up. You can drop down from the nearby blue grate and follow the cloud platforms down to another Star Medal, but you won't be able to return to this area. There's an alternate path down to the Goal Pole, so consider exploring the area fully before you choose a route.



Tip

Before you leave the area, look for the hidden tunnel near Point 3. When you find the entrance, head inside to collect a 1-Up Mushroom.

Star Medal



Use the Super Note Block at Point 5 to bounce up to a secret area. Jump along the cloud platforms to find the Star Medal at the end of the path. A large jump can send you soaring right over the Star Medal, so use the trail of coins to help ensure a proper approach. If you miss the Star Medal, you must revisit the level to make another attempt.

Red Ring



Jump through the Red Ring at Point 6 for a chance to grab another power-up. You don't have much time, so hop between the cloud platforms as they move across the gap.

Star Medal



To collect the remaining Star Medal, head back to the blue grate near the tree stumps. Drop down along the moving cloud platforms until you see the Star Medal. Make sure you time your jump with the moving platforms to ensure a safe landing. When the platform moves back to the right, follow the coins down toward the end of the level.

World 1-4



Note

You must collect a total of three Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

Jump up and hit the ? Block at Point 1 to reveal a Super Leaf. The Tanooki Suit's tail whip is a great way to clear enemies from the tracks, so make sure you're in a position to catch it when it appears.

Star Medal



Use the geyser at Point 2 to launch the Switchboard onto the tracks above you. The geyser erupts at regular intervals, so try to match its timing. After you grab the Star Medal, drop back down to the lower tracks and continue through the level.

After you reach the Checkpoint Flag, continue onto the next

Star Medal



Switchboard and look for the Star Medal below you. Follow the coins down to the lower tracks, then move back to the left. Watch out for the Paragoomba guarding the area, and make sure you reverse direction before the Switchboard drops off the edge of the tracks.



Hop off of the Switchboard to enter the Mystery Box at Point 4. Hit the ? Block on the left to reveal a Super Leaf, then use the remaining time to collect as many coins as possible.

Star Medal



When you reach the geysers at Point 5, jump in place to slow down the Switchboard. When the water drops down, move over the first geyser. Alternate directions to keep the Switchboard in place until the geyser launches you to the upper tracks. Collect the Star Medal to the left, then turn around and drop back down to the lower tracks. When the geysers die down, continue to the right and grab the green + Clock at the end of the tracks. When you're ready to continue, use the geyser to return to the upper tracks.



Before you head into the Pipe, move the Switchboard back to the left, and hit the ? Block at the end of the tracks. When the 1-Up Mushroom appears, move quickly to grab it before it slides off the Switchboard.



To reach the top of this level's Goal Pole, make a running jump from the Switchboard as it reaches the end of the upper tracks. Normally, a successful jump requires precision timing, but the Tanooki Suit can be used to make the task much easier.

World 1—Toad House



After you complete World 1-4, a Toad House appears on the level-selection screen. When you find yourself in need of a power-up, unwrap the Gift Box inside the house to collect a Fire Flower. Remember, you can only get the power-up from a Toad House once, so make sure you save it for when you need it.

World 1—Castle

Star Medal



This level's first Star Medal is floating above a pool of lava. A Lava Bubble surfaces from the pool at regular intervals. To safely collect the Star Medal, time your jump to avoid this fiery obstacle.



When you reach the first Dry Bones, hit the nearby ? Block and collect a Super Leaf. The Tanooki Suit can be a great help in navigating the castle's many obstacles.



Tip

There's a Super Star hidden in an Invisible Block near the Checkpoint Flag. Stand on the platform's back-left corner and jump straight up to find it.

Star Medal



The Star Medal at Point 3 is on a small platform attached to the main path. Jump over the rotating fireballs and grab the Star Medal as you continue through the castle.

Star Medal

Don't rush past the two Thwomps at Point 4! Wall-jump onto the second Thwomp, or slip into the space behind it and wall-jump all the way to the Star Medal. Bowser guards the path ahead, so consider using the nearby Binoculars to get a look at the area. When you're ready to move on, drop back down to the main path.

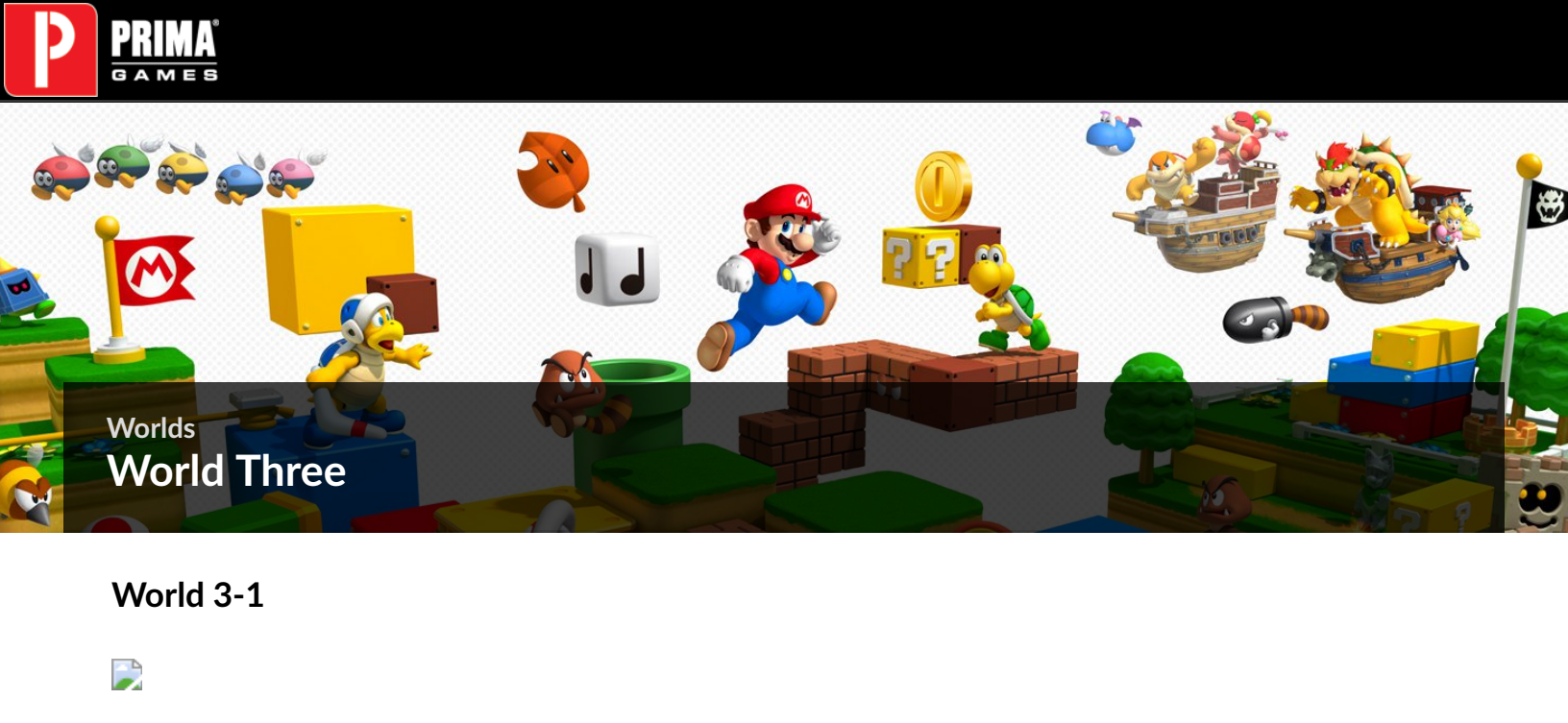
Boss Battle: Tail Bowser

When Bowser appears, he begins spitting fireballs at you. The walkway provides some cover from the attacks, but you'll need to dodge a few fireballs on your way to face Bowser. Move quickly when you're exposed, and keep an eye out for the Dry Bones along the path.

As you approach the bridge, Bowser moves in to block your path. Continue to dodge his fireballs until you see a chance to move past him. His attacks destroy the nearby columns on impact, so draw his fire to these targets if you'd like to collect some coins and a Super Mushroom.

Occasionally, Bowser jumps into the air. If you're close enough, you may be able to dash underneath him before he lands. For a safer alternative, wait for Bowser to move out of the center of the path, then use the opening to slip past him. If you suffer any damage during the encounter, be sure to take advantage of your momentary invincibility—dash along the edge of the bridge before he has a chance to land another attack.

When you slip past Bowser, he uses a long jump to move ahead of you. Keep running until you see Bowser's shadow closing in, then hang back to stay clear of his landing. Repeat the process until you reach the switch at the end of the bridge. Jump onto the switch to complete the encounter, then continue to the end of the level.



World 3-1



Star Medal



The first Star Medal is on a moving platform beside the tower. Bounce up to the Cannon at Point 1, then climb inside and search for the Star Medal. Aim the Cannon at the coin ring, and watch the platform as it moves along the side of the tower. When it reaches the bottom of its path, fire the Cannon to land safely near the Star Medal.



Tip

Look for the 1-Up Mushroom Board near the base of the tower. Fire yourself up to the ledge and and move to the ? Blocks along the back wall. Stand under the gap in the ? Blocks and jump up to collect a 1-Up Mushroom from an Invisible Block!



Hit the P Switch at Point 2 to reveal a trail of notes. Collect all of the notes before they disappear to obtain a Super Leaf. You don't have much time to reach the end of the trail, but make sure you stay clear of any Pokeys that cross your path. Your presence will attract the Sandmaargh in the area, but you can safely ignore them as long as you keep moving.

Star Medal



Search the wall at Point 3 to find the Block at the base of the tower. Somersault through the Block to collect the hidden Star Medal. After you crawl back outside, make sure you grab the green + Clock to the right.



Hit the ? Block at Point 4 to reveal a Propeller Box. This power-up is needed to collect many of the coins outside the tower. Defeat attacking Sandmaargh to give yourself a little breathing room, but remember that new Sandmaargh will soon move into the area.



After you reach the Checkpoint Flag, drop down to the ledge on the tower's left side. Hit the ? Blocks through the door to find a Super Leaf and some coins, but watch out for the Fake Block hidden along the wall. If you have a Propeller Box, you can collect three secret 1-Up Mushrooms! Stand to the right of the door, and launch yourself into the air. Steer around the corner of the tower, and look for the small tunnel in the wall. Float down and enter the tunnel to collect these hidden power-ups.

Red Ring



When you reach the Red Ring at Point 6, stand at the end of the ledge and watch the nearby steps emerge from the wall. When the closest step appears, jump through the Red Ring and follow the steps up to the door above the ledge. Collect all five Red Coins before they vanish to receive a Super Leaf.

Star Medal



The last Star Medal is near the Thwomp at Point 7. If you have a Propeller Box, stand on the Star Medal's shadow and fly straight up to collect your prize. If you're not currently using this power-up, wait for the Thwomp to slam down, then hop on and go for a ride. When the Thwomp reaches the top of its path, perform a wall jump to reach the Star Medal.

World 3-2



After you hit the P Switch, follow the trail of coins to the Blocks at Point 1. Hit one of the Blocks to collect a Fire Flower, then blast through the nearby crates to find a hidden Super Mushroom.

Red Ring



Make sure you hang on to that Fire Flower! Use a fireball to clear away the Blooper, then swim through the Red Ring. Collect all of the Red Coins before they disappear to earn another power-up.

Star Medal



Watch out for the three Cheep Cheeps patrolling the water at Point 3! Dodge around them, or take them out with a few fireballs. Swim into the small hole in the wall, then drop down into the hidden passage. Move left to collect a Star Medal behind another brown grate.

Star Medal



When you reach the first Spike Eel, wait for it to attack. When the Spike Eel pulls back into its den, it reveals a small opening in the ground. Use a few fireballs to keep the Spike Eel in place as you drop through the opening. If you've lost your power-up, you must move quickly to slip past the Spike Eel before it begins its next attack. Use the Pipe to enter a secret area, then collect the Star Medal at the far side of the room.

Star Medal



The Pipe at Point 5 takes you to the base of the Goal Pole, but there's a much better route above the nearby Spike Eel. Wait for the Spike Eel to drop into its den, or hit it with a series of fireballs to speed up the process. When the path is clear, swim up to the surface. Collect the Star Medal floating above the water, then use the Pipe to travel to the Goal Pole.

World 3—Toad House



After you complete World 3-2, a Toad House appears on the level-selection screen. Instead of providing a power-up, this blue house allows you to review the photographs you collect at the beginning of each world. Unlike a red Toad House, this house doesn't disappear when you leave. Return to World 3 whenever you want to review your album.

World 3-3



Move quickly across the narrow Donut Blocks—each platform drops away soon after you step on it. If a crossing gets off to a bad start, look for a patch of solid ground. Missing platforms are replaced after a few seconds, so you'll be able to make a fresh attempt without losing much time. After you deal with the first Stingby, jump onto the nearby ? Block and look for the Tail Wheel near Point 1. If you have a Tanooki Suit handy, you can use the wheel right away; if not, you'll need to return to this area after you find a Super Leaf.



When you reach the Star at Point 2, run straight across the Donut Blocks to plow through the Stingbies along the path. You don't have enough time to make it to solid ground, but the Super Star should allow you to clear the bulk of the path.

Red Ring



Pass through the Red Ring at Point 3 to reveal five Red Coins spread across the Donut Blocks. You have very little time to collect the coins, and the nearby Stingbies can make it particularly difficult to negotiate the falling platforms. Enemy attacks can force you out of position, so jump between coins to leave some of the Donut Blocks available for emergency landings. Collect all of the Red Coins before they vanish to collect a Super Leaf, then continue along the path to find a Checkpoint Flag. If you intend to return to the Tail Wheel, remember to give the platforms a few seconds to reappear.

Star Medal



After you have a Super Leaf, use the Tail Wheel near the start of the level to reach a Pipe high above the main path. Enter the Pipe to find a secret area. Jump onto the first row of Blocks and smash at least one of the Blocks above you. Jump up to the second row and collect the Star Medal in the corner of the room. When you're ready to leave, use the Pipe on the ground to return to the Checkpoint Flag.

Star Medal



The path splits just past the Checkpoint Flag. To collect the Star Medal, follow the Donut Blocks to the left. When you reach the last of the platforms, use a series of wall jumps to climb up to the ledge above you. After you collect the Star Medal, jump down from the ledge to return to the main path.

Star Medal



When you reach Point 6, use the Binoculars to locate Toad on a ledge just ahead of you. When you zoom in on him, Toad tosses the level's last Star Medal into your path. Continue toward the end of the level, and collect the Star Medal on your way to the Warp Box.



After you use the Warp Box, run to the end of the path. You must jump from the Donut Blocks to reach the top of the Goal Pole. This isn't a problem if you have a Tanooki Suit, but if you've lost your power-up, make sure you stick to the center of the path. Keep your speed up, and jump from the edge of the platform before it drops away.

World 3-4



At the start of the level, there's an Invisible Block you can use to reach the tightrope above you. You'll miss some valuable items if you take this shortcut, but it allows you to complete the level very quickly.

Star Medal



Use the rubber pad near the tree at Point 2 to reach the tightrope above you. Hit the ? Block to collect a Super Leaf, then continue up the side of the tree. When you reach the highest tightrope, use the Directional Blocks to create a path to the level's first Star Medal. It takes several hits to move the Directional Blocks into place, but make sure you don't knock them out of reach. Collect the green + Clock from the top of the tree, then jump across the Directional Blocks and grab the Star Medal.



When you reach Point 3, hop onto the rubber pad to hit the Warp Box. After a moment, you appear near the tightrope above the level's starting point.

Star Medal



Hit the Directional Block at Point 4 to move it toward the Super Note Block. Bounce up and use the Super Note Block to reach a secret area. When you land, grab the Star and run through the area. When you reach the end of the path, make a running leap to collect the Star Medal before you drop down to the ground.



Avoid the Fuzzies along the tightropes at Point 5, then bounce up to collect another Super Leaf in the ? Block above you.



Drop down into the small pit at Point 6 to reveal a trail of musical notes. Collect all of the notes before they vanish to obtain another power-up.

Star Medal



Don't be too quick to hit the Flying ? Block at Point 7! You'll need it to reach the level's last Star Medal. Hop onto the Flying ? Block and ride along as it moves away from the main path. When you're in position, jump up to grab the Star Medal and teleport to the end of the level.



To reach the top of the Goal Pole, hit the Flying ? Block when it reaches the center of the tightrope. The used Block doesn't give you much room to build up speed, but the jump is fairly easy if you've managed to hang on to your Tanooki Suit.

World 3-5



Note

You must collect a total of 15 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.



The scrolling level forces you to keep moving, but make sure you hit the Blocks at Point 1. The hidden Super Leaf will be a big help as you continue along the path.

Star Medal



Use the stacked Blocks at Point 2 to reach the first Star Medal. Use a tail whip to clear the Para-Biddybud out of your path before you continue.

Star Medal



Collecting the Star Medal at Point 3 can be risky, and the scrolling background doesn't give you much time to set up your approach. Step onto the Donut Block and wait for it to drop. If you have a Tanooki Suit, stand on the edge of the platform and flutter-jump to safety as soon as you collect the Star Medal. If you've lost your power-up, begin a running leap as the platform approaches the Star Medal to grab it as you jump up to the Warp Box.

Star Medal



You need to move quickly if you hope to collect the level's last Star Medal. The fast-moving platforms provide very few landing spots, and the patrolling Para-Biddybuds can be difficult to avoid. The Tanooki Suit makes things much easier, but speed is still your best tactic. Dodge the enemies along the path, and grab the Star Medal before the platforms move out of position.



The two platforms at the end of the level drift out of position as soon as you approach, so you must move quickly if you hope to reach the top of the Goal Pole. As soon as you teleport to the area, dash to the right and hop up the platforms to attempt your jump.

World 3—Ship



When you first land on the ship, run toward the bottom of the screen to collect a Super Mushroom.

Star Medal



The first Star Medal is located on a small platform near the Spike Pillar at the start of the level. Wait for the piston to pull back into its chamber, then jump across to collect the Star Medal.

Note

In addition to the Spike Pillars, the ship's defenses include small Cannons that fire spiked balls. These Cannons have limited targeting capabilities, but their short reload times don't give you much breathing room. Jump over their attacks, and try to get past them as quickly as possible.



Use the Binoculars at Point 3 to locate the upcoming Star Medal, then search the area for Toad. Tilt the Binoculars up and slightly to the left to find Toad on a floating platform. When you zoom in on him, he tosses a Super Mushroom down to you.



When you reach Point 4, wait for the Spike Pillar to pull back from the walkway, then drop down to trigger the Bob-ombs near the crates. Jump back up to the ledge before the piston returns, and wait for the Bob-ombs to detonate. When the coast is clear, drop down and somersault through the remaining crates until you find a Fire Flower power-up.

Star Medal

The walkway's last stretch takes you through a long row of Spike Pillars. Look for coins floating over smoother sections of the walkway. These indicate small gaps between groups of Spike Pillars. Each time the pistons pull back into their chambers, move to the next gap and wait for the pistons to reemerge. When you reach the gap at Point 5, look for the small platform along the edge of the walkway. Drop down from the front of the platform, then move to the right. Jump over to collect the Star Medal from the Donut Block, then hop back to safety before it falls away.

Caution

Point 5 is the last gap along the Spike Pillars. To reach the end of the path, you must speed across the Donut Blocks as soon as the pistons pull away from the walkway.

Before you enter the Pipe at the end of the walkway, smash the crate on the ship's cabin to collect another Super Mushroom.

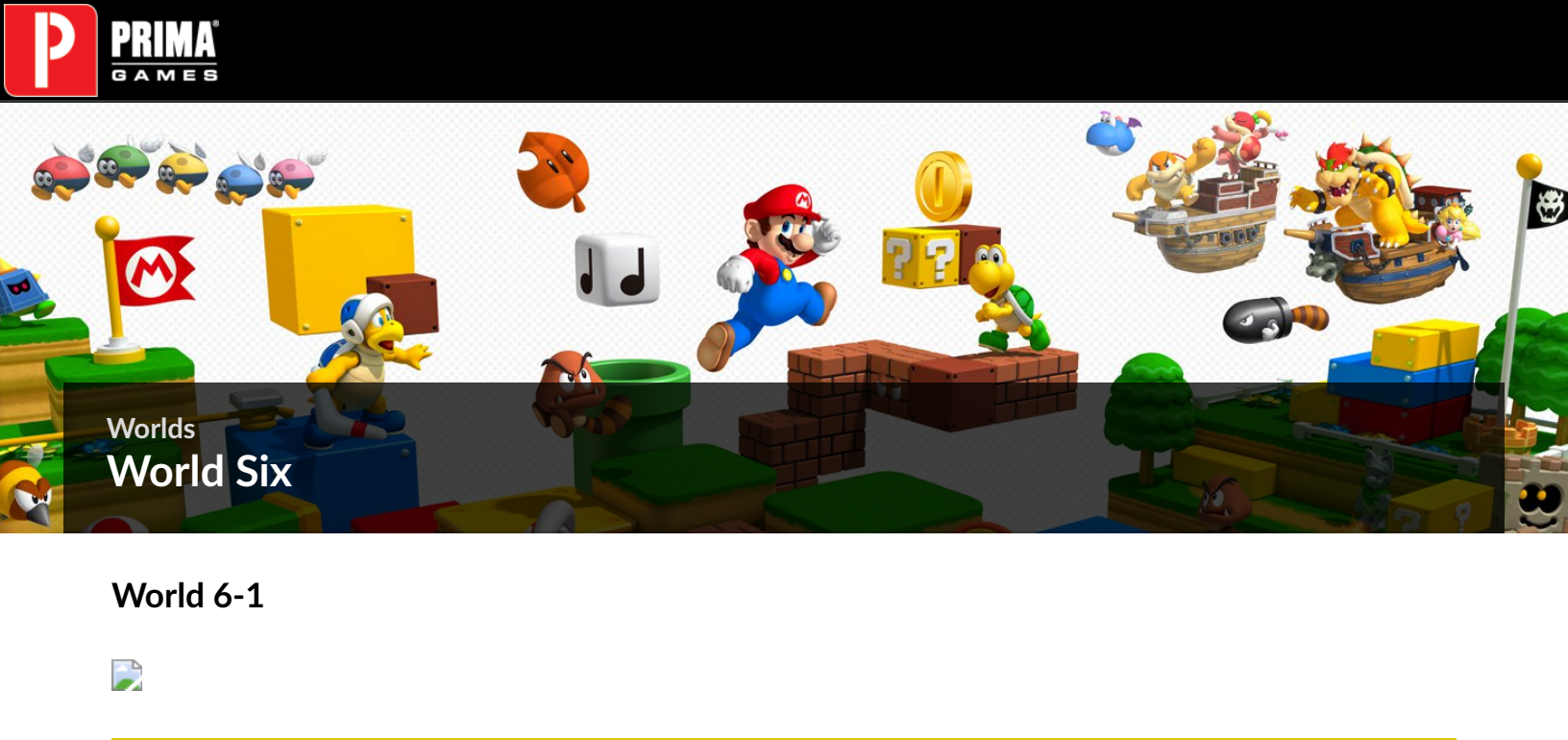
Boss Battle: Boom Boom

Boom Boom is back for another round, and he's tipped the odds in his favor. His attacks remain unchanged, but the moving belts on the ground can make it a bit harder to dodge him. Each belt has arrows indicating its direction, so plan your route accordingly. Use the belts to increase your speed as you circle the room. Wait for Boom Boom to become dizzy, then jump on his head to deal a damaging blow.

When Boom Boom tucks into his shell, alternate between the belts to stay near the center of the room. Dodge the shell until Boom Boom reemerges, then look for another chance to attack. Land three successful blows to end the encounter.

Star Medal

Before you jump onto the Goal Pole, check the left edge of the ship. Walk to the end of the bowsprit to collect the level's last Star Medal.



World 6-1



Note

Most of the power-ups in this level are contained in Roulette Blocks, which makes it difficult to develop a reliable strategy for dealing with **enemies**. As you progress through the area, adjust your tactics to take advantage of the power-ups you receive.

Star Medal



When the level starts, jump onto the stone platforms to the left. Drop down to collect the Star Medal from the hidden ledge, then return to the main path.



As you move between islands, check the wooden bridges for weak spots. Porcupuffers can smash through cracked planks, so be particularly cautious when you spot one of these locations. Stay back until you're ready to cross, then dash over the cracked planks before a Porcupuffer destroys them.

Caution

You won't always receive warning signs of nearby Porcupuffers. Keep an eye out for these oversized **enemies** as you move across tightropes and narrow platforms.



There's a lot to do at Point 3, so take a moment to explore the area. After you trigger the Checkpoint Flag, kick the Rock into the Pipe at the edge of the island. Use the nearby Binoculars to search the ledge to the left. Zoom in on Toad, then watch him as he enters a secret area behind the nearby waterfall. Before you follow him, enter the Pipe to find an underwater area.

Red Ring



When you reach Point 4, wait for the Cheep Cheeps to swim toward you. When they turn around, dart through the Red Ring. Collect the Red Coins before they vanish to obtain another power-up.

Star Medal



Before you leave the underwater area, swim up and collect the Star Medal above the Pipe. There are two Bloopers swimming nearby. If you don't have a power-up capable of defeating them, draw them away from the Star Medal before you attempt to collect it.



When you reach Point 6, run through the waterfall to find Toad waiting inside of a Mystery Box. Run to Toad to receive a 1-Up Mushroom, then hit each of the Roulette Blocks to collect an assortment of power-ups.

Star Medal



Hit the Flying ? Block at Point 7, then use it to reach the short tightrope above you. Jump from the edge of the tightrope to collect the level's last Star Medal.

World 6-2



Watch your step! The blue plates at Point 1 contain retractable spikes that emerge at regular intervals. Similar hazards appear throughout the level, so learning to navigate them is essential. Wait for the spikes to drop down, then move across the plates.

Star Medal



When you approach the Star Medal at Point 2, a Pokey pops out of the ground to prevent you from collecting it. Run toward the bottom of the screen and wait for the Blokkablok to pass by. Defeat the Blokkablok to collect a Fire Flower, then clear the Pokey away from the Star Medal.



Tip

The secret passage behind the back wall offers an alternate route to the Star Medal. Before you enter the room, jump up to find the passage to the right.

There's a 1-Up Mushroom floating just above Point 4. After you collect the Star Medal, jump onto the elevator and ride up to find it.

Star Medal



When you reach Point 3, locate the Block in the back wall. Somersault through the Block and collect the Star Medal from the secret area behind the wall.

Star Medal



Ride up to Point 4, then make a running leap to the ledge on the left. Follow the path up to find a Star Medal near a spiked ball. When the spiked ball rolls toward you, run back to the right and use the ledge to move out of its path. When it's safe, head back up and collect the Star Medal.



One of the Blokkabloks at Point 5 contains a Super Leaf. The Tanooki Suit makes it much easier to safely navigate the upcoming spikes, so take the time to defeat these **enemies**.

Red Ring



Jump through the Red Ring at Point 6, then collect the Red Coins from the nearby platforms to obtain another Super Leaf. The retracting spikes make the task a little more difficult, so plan your jumps carefully.



When you emerge from the Pipe, catch up to the Flying ? Block to collect a 1-Up Mushroom. If you've managed to hang on to a Tanooki Suit, you shouldn't have any trouble reaching the top of the Goal Pole. If you've lost your power-up however, you can use the Flying ? Block to gain some extra height. Avoid hitting it until it's near the Goal Pole, then use it as a makeshift platform.

World 6-3



The level starts in a small room with three portraits. A platform moves between the portraits, exposing a hidden Warp Box at each location. Stand in the corner near the bottom of the screen and wait for the platform to carry you to the portrait of piano keys. Use the exposed Warp Box to enter the first area.

Star Medal



When you land on the giant piano, hit the P Switch and follow the trail of coins. The Star Medal at Point 2 follows a small path above the gap in the keys. Face the nearby Boo to keep it from moving toward you, then jump across the gap when the Star Medal moves into position. Use the Warp Box at the end of the trail to return to the portraits at the start of the level.

Star Medal



Ride the platform to the portrait of a cube and step into the exposed Warp Box. This area contains a complex arrangement of used Blocks. The level's second Star Medal floats along a set path. Grab the Star Medal when it moves into view, then use the Warp Box on the structure's top-left corner to leave the area.



Use the Warp Box behind the remaining portrait to reach a library. When you arrive, hit the ? Block to collect some coins, then face the nearby Boo to keep it from moving toward you. At regular intervals, the bookshelves pull back to reveal a ledge. When they do, head up the ramp along the left wall and follow the ledge to the right. Avoid the Peepa in your path, and jump up to the platform along the right wall before the bookcases push you off of the ledge.

Note

If you have unfinished business in one of the other areas, use the Warp Box on the library floor to return to the portraits.

Star Medal



The level's last Star Medal follows a short path on the room's right side. Jump up to grab the Star Medal, then head into the shadows in the background. When you approach the books on the back wall, they vanish to reveal another Warp Box.



The ? Block at Point 6 contains a Fire Flower. Make sure to keep an eye on the nearby Boo while you collect the power-up.



Follow the tightrope to Point 7. When the Big Boo appears, turn around and lead it to the stairs to the left. Draw the Big Boo to the center of the platform, then head up the stairs to slip past the massive enemy.



Tip

There are two Invisible Blocks at Point 7 that you can use to leap right over the Big Boo. This tactic saves a bit of time, but you'll miss out on the coins that appear when the Big Boo reveals itself.

World 6—Mystery Box

After you complete World 6-3, you gain access to a new Mystery Box.

World 6-4



This level's colorful platforms vanish and reappear in time with the music. Use the beat to anticipate each platform's appearance, and time your movements accordingly.



Check the ? Blocks at Point 2 to collect a Super Leaf. The Tanooki Suit's flutter jump makes negotiating this level much easier, so make sure you grab this power-up before you move on.

Star Medal



Use the Wallop at Point 3 to reach the Star Medal above the door. Jump up to coax the Wallop into doing the same, then hop onto it when it slams down. To gain some extra height, bait the Wallop into jumping again, then make a running leap to collect the Star Medal.

Star Medal



To collect the level's second Star Medal, perform a wall jump near the door at Point 4. It's possible to make the jump without a Tanooki Suit, but a flutter jump makes it much easier to steer your landing.

Red Ring



Run through the Red Ring at Point 5, then collect the Red Coins from the edge of the platform. As you jump up to collect the higher Red Coin, the Wallop across the gap mimics your movements. As the Wallop slams down, jump across the gap to collect the next two Red Coins. Repeat the process to get past the second Wallop and collect the last Red Coin before it vanishes. It takes a bit of planning to keep the Thwumps from blocking your path, but your efforts will be rewarded with a Super Leaf.

Star Medal

The level's last Star Medal is floating above the rotating spikes at Point 6. The used Block makes for a very small landing spot, so the Tanooki Suit is a great help. Flutter-jump directly to the Star Medal, then jump back to the main path. If you don't have a Super Leaf, move across the first group of colored platforms to approach the Star Medal from the other direction.

World 6-5

Note

You must collect a total of 60 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

When you land on the rubber platform at Point 1, it begins moving to the right. Each time you bounce into the air, aim your landing to keep pace with the platform. There are a few obstacles along the path ahead, so make sure you bounce over them before the platform leaves you behind.

Star Medal

Search the Blocks at Point 2 to find a Super Leaf. The level's first Star Medal is directly below you. Drop down to the rubber platform and use the Star Medal's shadow to pinpoint its location. After you collect it, bounce back up to the main path and continue to the right.

One of the Blocks at Point 3 contains a 1-Up Mushroom. Before you move on, make sure you search the Blocks along the wall.

Red Ring

Jump down through the Red Ring at Point 4, then bounce up to grab the Red Coins above the rubber platforms. To collect all of the Red Coins quickly, try to grab at least two of them each time you're launched into the air. When you're ready, bounce up to the ledge and grab the last Red Coin to collect a Super Leaf.

Star Medal

When the rubber platform passes under the wood barriers at Point 5, wall jump between them until you reach the Star Medal above the main path. The rubber platform continues along the main path, so keep moving to ensure you aren't left behind.

Star Medal

Before you collect the level's last Star Medal, clear out the patrolling Paragoombas at Point 6. Wait for the rubber platform to move away from the Star Medal, then drop down to collect it.

World 6—Ship

Star Medal

The level's first Star Medal is located behind the crates at Point 1. Jump over the crates or somersault through them to grab the Star Medal before it moves off the screen.

One of the Blocks at Point 2 contains a Super Leaf. As soon as you grab it, hurry to the Directional Blocks to the right.

Star Medal

The second Star Medal is located high above the deck at Point 3. Quickly push the Directional Blocks up along the wall, then use them to reach the Star Medal before it moves off of the screen.

Star Medal

Use a wall jump to reach the Star Medal at Point 4. If you move quickly, you can grab it before it appears on the screen. Perform the wall jump as soon as you get past the nearby Spike Pillars, then head to the Pipe at the edge of the ship.

When you reach Point 5, move to the front-right corner of the ship. Jump straight up to find an Invisible Block, and grab the 1-Up Mushroom before you head in to face Pom Pom.

Boss Battle: Pom Pom

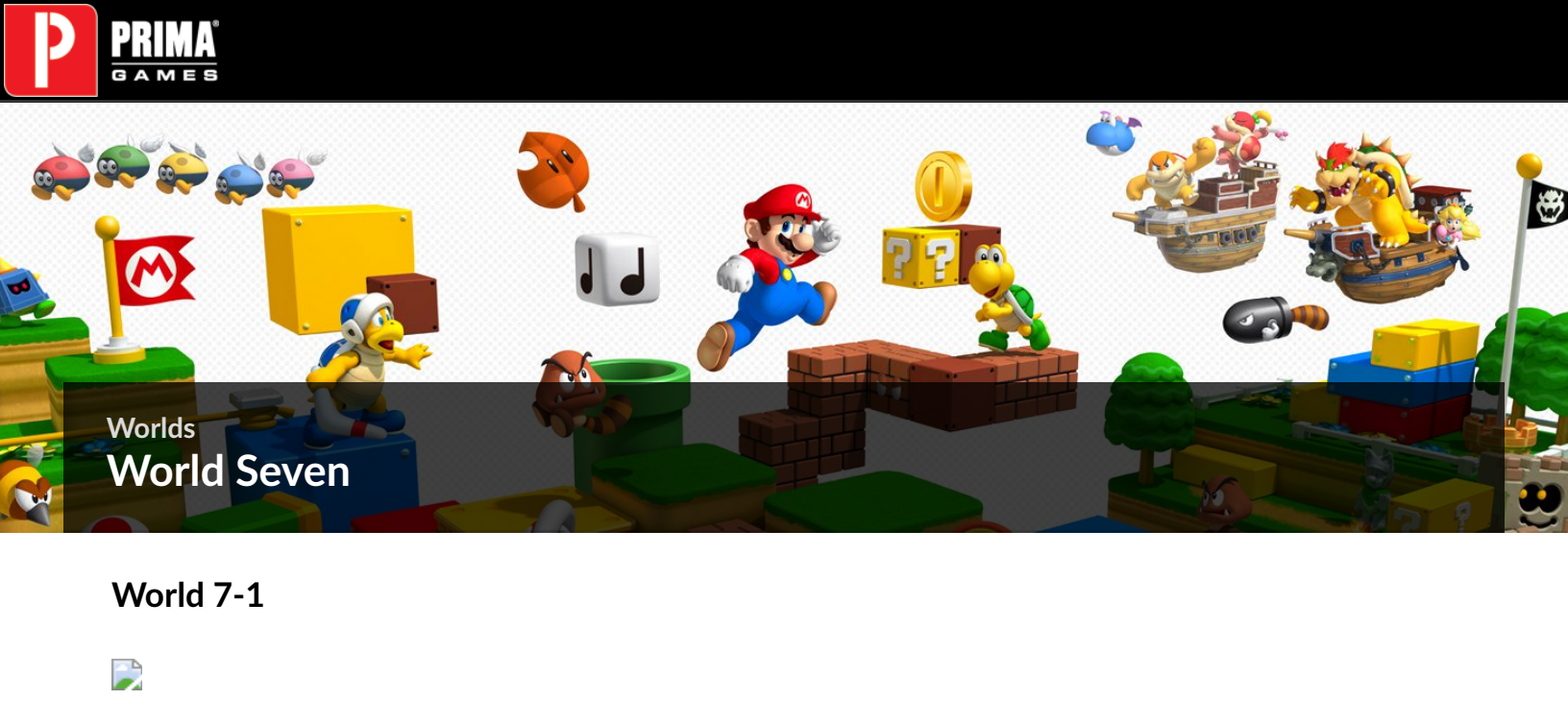
Pom Pom may not have learned any new tricks, but the hazardous environment makes things a little more difficult this time around. When the battle begins, jump clear of Pom Pom's first attack and make your way to one of the room's longer platforms. Dash toward the top of the screen to dodge her next attack, then make a running leap onto Pom Pom's head. If you're not careful, your momentum can carry you right into the flames. Try to land on Pom Pom's platform, then jump away before she recovers.



When Pom Pom tucks into her shell, simply jump between the platforms to avoid her attacks. When she reemerges, wait for her to select a new platform. When she resumes her boomerang attacks, make your way toward her and deliver another blow. Repeat the process one more time to end the encounter.



Before you jump for the Goal Pole, collect the 1-Up Mushroom at Point 6. Walk to the end of the bowsprit, then jump up to reveal the Invisible Blocks above you.



World 7-1

Smash the Pipe Board near Point 1 to reveal a trail of Coins. There are also two Rocks nearby, so give each of them a kick before you dive into the water.

Star Medal

Search the ? Blocks at Point 2 to collect a Fire Flower, then use a few fireballs to take out the nearby Cheep Cheeps. When the area is clear, destroy the stacked crates to find the level's first Star Medal. After you collect it, trigger the P Switch on the ledge to open a panel in the wall to the right.

At Point 3, a trail of coins leads you up through a narrow passage. Before you collect them, clear out the Porcupuffer to the right. Enter the Pipe to find a secret area with a green + Clock and a nice stash of coins. When you're ready to continue, use the Pipe to return to the main path. Follow the trail of coins straight up and smash through the Blocks to collect another green + Clock.

Red Ring

When you reach the Checkpoint Flag, move toward the background and swim through the Red Ring. Hurry back to the Checkpoint Flag and collect the Red Coins to earn a power-up.

Look for the 1-Up Mushroom behind the crates at Point 5. Use your fireballs to destroy the crates, then fire off a few more to keep the Spike Eel from moving off the ledge.

Star Medal

To reach the Star Medal at Point 6, use some fireballs to push one of the nearby Spike Eels down to the left. Swim into the opening to collect the Star Medal, then use your fireballs to shoot your way back out. There's a green + Clock on the ledge above you, so use the same method to deal with the next Spike Eel.

Note

If you've lost your power-up, simply wait for the Spike Eels to move on their own. This method obviously takes a little longer, so make sure you grab the green + Clock before you leave the area.

Star Medal

Swim into the opening at Point 7 to find the level's last Star Medal. As you approach the Star Medal, an Spike Eel appears in the background. Grab the Star Medal, then turn around and swim back to the main path. If you've managed to hang on to a Fire Flower, consider using a few fireballs to stun the Spike Eel before you attempt your escape.

When you return to the surface, smash the nearby crates to find another Fire Flower. Clear the Piranha Plant from the Pipe, then head out to the end of the level.

Use a fireball to clear away the Piranha Plant near the Goal Pole, then hop up to the second Pipe. Jump straight up to reveal an Invisible Block. After you collect the 1-Up Mushroom, jump up to the next Pipe, then make a running leap to the Goal Pole.

World 7-2

Star Medal

To collect the first Star Medal, you'll have to use the giant ! Block at Point 1. Circle the Chain Chomp until it lunges toward you, then hit the ! Block three times to create a temporary path. Jump up along the face blocks to collect the Star Medal from the ledge.

Look for the 1-Up Mushroom at Point 2. Whether you choose to follow the walkway or leap across the gap, make sure you time your jumps to avoid the swinging spikes.

The metal platforms at Point 3 are all connected, so the entire walkway reacts to your weight. When you stand on the blue panels, the platforms tilt to the left; when you stand on the purple panels, the platforms tilt to the right. Every time the walkway tilts, the spikes on each platform roll downward. Make your way across the platforms, and dodge the spikes as they roll back and forth.

Star Medal

The level's second Star Medal is floating above the Donut Blocks at Point 4. Stand on one of the walkway's blue panels to draw the spikes toward you. Hop over the spikes, then jump over to the Star Medal. Return to the walkway before the Donut Blocks drop away, and follow the path to the ledge.

The ? Block at Point 5 contains a Fire Flower. Run past both Chain Chomps to bait them into attacking, then dash in and hit the ? Block before they recover.

Star Medal

To collect the level's last Star Medal, you must dodge a series of hazards. Jump in place to dodge the first set of spikes each time they swing toward you, and try to gauge the timing of the retractable spikes in the next platform. Jump over to the Star Medal just as the spikes are about to lower, then hop across the gap to the right as the next set of swinging spikes moves away from the ledge.

To reach the top of the Goal Pole, use the platform at Point 7 as a ramp. Jump onto the blue panel and hop over the spikes as they roll toward you. Make sure you land on the blue panel to prevent the platform from tipping the other direction, then make a running leap to the Goal Pole.

World 7—Toad House

After you complete World 7-2, a Toad House appears on the level-selection screen. When you find yourself in need of a power-up, unwrap the Gift Box inside the house to collect a Fire Flower. Remember, you can only get the power-up from a Toad House once, so make sure you save it for when you need it.

World 7-3

Note

You must collect a total of 60-70 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

Watch out for Fuzzies as you navigate the tightropes. Speed isn't always your best option. Make sure you look before you bounce!

Star Medal

Before you use the Warp Box at Point 2, drop down to grab the Star Medal below you. When you land, move to the left, then bounce back up and enter the Warp Box.

Star Medal

Arrange the Directional Blocks at Point 3 to create a path to the Super Note Block, then use it to bounce up to a secret area. When you land, search the ? Block to collect a Super Star. Dash to the right to find the second Star Medal at the end of the path.

Before you enter the Warp Box at Point 4, take a moment to use the nearby Binoculars. Aim the Binoculars up and to the right to find a group of Toads on a small platform. When you zoom in on the Toads, they toss two Super Mushrooms down to you.

After you reach Point 5, be especially careful when you bounce between tightropes. Patrolling Fuzzies and Para-Biddybuds aren't always easy to see. Before each bounce, make sure you check the area above you.

Star Medal

When you reach Point 6, wait for the Fuzzy to move out of your path, then bounce up to collect the Star Medal. Use a wall jump to avoid falling off of the screen, then continue up the path.

To reach the top of the Goal Pole, use the Directional Blocks to create a platform above the tightrope. You need enough height to make a proper jump, but be careful not to hit the Directional Blocks out of reach.

World 7-4

When you reach the Bob-ombs at Point 1, stay near the left edge of the gear to take advantage of its clockwise rotation—the extra speed helps you reach the next gear before the Bob-ombs detonate.

Star Medal

The level's first Star Medal is floating near the pole at Point 2. Climb to the top of the pole, then wait for the swinging platform to return. When you see its shadow appear on the platform, jump out to collect the Star Medal.

When you reach the openings at Point 3, take the time to explore each of them. The area on the left contains a ? Block with a Fire Flower, and the area on the right leads to the main passage. The blue platforms pause in front of the opening in the middle, so that's the safest spot to begin your search. Head inside and drop down to the area on the left, or make a running leap from the ledge to reach the area on the right.

Tip

One of the Morty Moles is holding a Super Mushroom, so defeat them all before you continue through the level.

Star Medal

Before you use the Warp Box at Point 4, perform a wall jump to collect the Star Medal above you. To avoid an unfortunate fall, make sure you steer toward the ledge as you push off of the wall.

Red Ring

When you pass through the Red Ring at Point 5, a trail of Red Coins leads toward the background. To collect them all, trigger the Red Ring as the platform rotates into position. If you time it properly, you can run straight through the Red Coins to collect another power-up.

Star Medal

To collect the level's last Star Medal, move to the platform at Point 6 and stand on one of its extensions. As the platform rotates, it carries you through the Star Medal.

World 7-5

Watch out for the Grinders scattered throughout the level. You'll find these hazards wedged between platforms or mounted on posts. Once they start spinning, Grinders can significantly alter the environment. Try to identify any panels or platforms that might be cut loose as you approach them.

Caution

Some platforms move along a set path after they're cut loose, but others drop right out of the level. Unless you know what effect a Grinder will have, it's best to limit the time you spend on each platform.

Star Medal

When you reach Point 2, Grinders begin to separate the platforms. The loose platforms vanish after a short time, so you must move quickly! Grab the Star Medal near the back wall, then dodge the remaining saw blades as continue along the main path.

There's a 1-Up Mushroom in a secret ? Block at Point 3! As you move through the narrow corridor, perform a series of wall jumps to reach the top of the large panels. After you collect the 1-Up Mushroom, jump back down to the main path. One of the ? Blocks ahead of you contains a Super Leaf, so make sure you grab it before you move on.

Star Medal

Before you approach the platforms at Point 4, look for the Star Medal near the background. Run across the platforms and hop over the first Grinder, then deal with the Tail Goomba blocking your path. Grab the Star Medal from the last platform, then hurry over to the Checkpoint Flag. These platforms drop away when they're cut loose, so you must move quickly.

The ? Block at Point 5 contains a Super Leaf. The Tanooki Suit is especially helpful in the upcoming area, so make sure you grab this power-up before it drops out of reach.

Star Medal

When you jump on the large platform at Point 6, it starts moving. Stay near the left edge and clear out any enemies that cross your path. As the platform passes through each set of Grinders, its cut sections drop away. Stay to the left to collect the level's last Star Medal, then jump across the platform's remaining sections to continue along the path.

Use the wood platforms at Point 7 to reach the top of the Goal Pole. The platforms are cut loose as you approach them, so make sure you move quickly.

World 7—Ship

Note

This level contains several spinning, cylindrical platforms. To safely cross one of these platforms, you must also move against its spinning motion. These platforms vary in size, speed, and direction, so use caution each time you step onto a new one.

Star Medal

Move onto the spinning platform at Point 1 and collect the level's first Star Medal. Run back to the top of the platform before you fall off, then continue to the right.

Check the Blocks at Point 2 to find a Boomerang Flower. This power-up allows you to defend yourself as you cross the upcoming platforms, so make sure you grab it.

Star Medal

Run along the spinning platforms at Point 3 to collect the second Star Medal. There's a troublesome Magikoopa guarding the area, so consider clearing the path with a well-aimed boomerang.

Star Medal

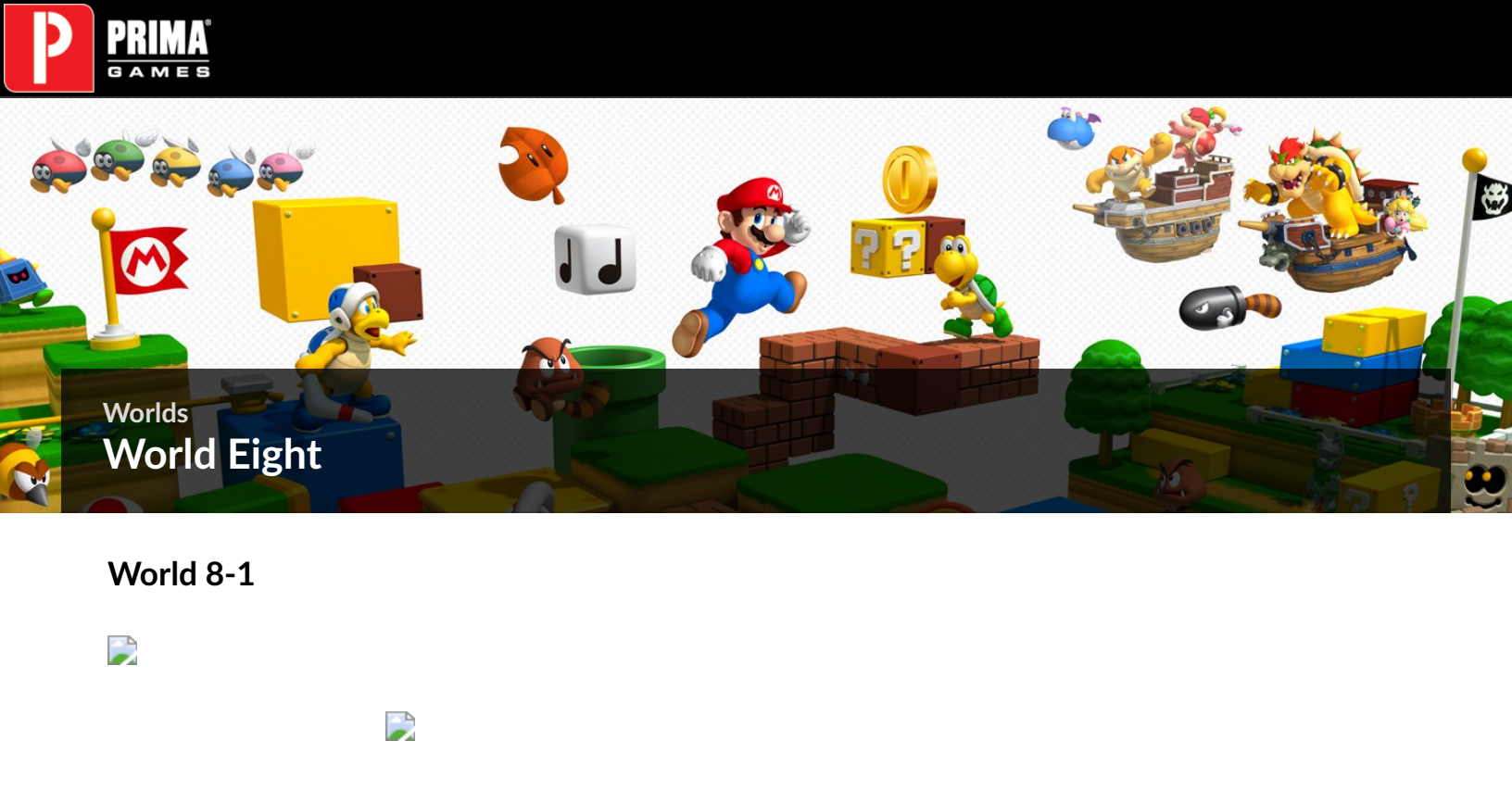
When you reach the Pipe at Point 4, deal with the Rocky Wrenches, then use the steps to the right to reach the upper deck. Hop onto the purple casing near the spinning platform, and jump up to collect a 1-Up Mushroom from an Invisible Block. Move onto the spinning platform and collect the Star Medal as it moves toward you.

Boss Battle: Boom Boom & Pom Pom

Boom Boom and Pom Pom make a formidable team, so it's best to deal with them individually. When the battle starts, jump onto Pom Pom's platform and dodge her attacks. Boom Boom can't leave the blue tiles, so stay on the platform until you're ready to deal with him.

Boom Boom and Pom Pom don't have any new attacks, so you should know what to expect. Dodge Pom Pom's attacks and jump on her head, then avoid her shell as she attempts to retaliate. Repeat the process until you defeat her, then turn your attention to Boom Boom. Stay on the platform until he becomes dizzy, then jump on his head to deliver a damaging blow. Return to the platform and repeat the process until you end the encounter.

Before you jump to the Goal Pole, jump onto the ? Block above the ship's bowsprit. Locate the Invisible Block above you to collect a 1-Up Mushroom.



World 8-1



As you move through the level, look for the small panels with tan outlines. These panels mark the paths traveled by spiked balls, so use caution when you move across them.



Find the Invisible Block at Point 2 to collect a Super Leaf, then use the moving platforms to reach the next area. When you collect the coins from the narrow ledge above you, crouch down to avoid the Fuzzies as they pass by.

Star Medal



Climb up to the ! Block at Point 3, and use it to create a temporary path. Follow the face blocks to the level's first Star Medal, then make a running leap toward the Pipe in the background.



When you cross the moving platforms at Point 4, watch the stairs for approaching spiked balls.



Tip

One of the nearby ? Blocks is actually a ? Box. Grab this temporary suit, then move around to generate some extra coins.

Star Medal



Jump onto the Block at Point 5, then follow the ledge to the second Star Medal. Check the surrounding ? Blocks for coins, then continue to the end of the ledge and return to the main path.



As you head down the ramp near the end of the level, you must dodge a series of spiked balls. Watch the background for giant spiked balls. Take extra care to dodge these oversized hazards!

Star Medal



The level's last Star Medal is located above the long ramp, but you must use the Cannon at Point 7 to reach it. Aim directly at the Star Medal, then fire yourself out of the Cannon to collect it.

Tip

To reach the top of the Goal Pole, you must fire yourself out of the Cannon. The Goal Pole offers a very small target, and a missed shot can end in disaster. Place the bottom edge of the reticle on the tip of the Goal Pole, then fire the Cannon to complete the level.

World 8-2



Star Medal



The level's first Star Medal is floating near the poles at Point 1. Wait for the nearby jet engines to vent their exhaust, then jump from the pole to collect the Star Medal. It won't take long for the engines to fire up again, so you must move quickly. When you're ready to continue, jump onto the pole to the right and ride to the next platform.



The jet engines at Point 2 are always active, and the pole passes right through their exhaust. Climb to the top of the pole to pass above the flames, and wait for the pole to reach the next platform.

Star Medal



The second Star Medal is located just past the rotating platforms at Point 3. Ride down to the Star Medal, then hop onto the Donut Blocks to collect it.



Smash the Blocks at Point 4, then hop onto the used Block in the corner. Jump straight up to find an Invisible Block, then collect the revealed Super Leaf.



When you approach the pole at Point 5, it moves away from you. Dash to the pole and jump on before it reaches the end of the Donut Blocks.



Caution

The pole passes by a cluster of jet engines, so be sure to watch the path ahead of you. To avoid the flames, you must adjust your position to slip through the small gaps between the engines.

Star Medal



While you're chasing the next moving pole, look for the Star Medal at Point 6. Veer over to grab it, then swerve back to the main path and catch up to the pole.



Before you jump to the Goal Pole, search the bushes at Point 7 to find a Coin Coffer. Wait for the Coin Coffer to move away from the edge of the platform, then attempt to collect your extra life.

World 8-3



Note

You must collect a total of 70-80 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.



This level contains a wide variety of green-and-yellow platforms. Some of these platforms spin continuously, some rotate at regular intervals, and some swivel back and forth to create multiple paths. As you traverse the level, you must adjust to the size, shape, and motion of each platform. This level is packed with Rocky Wrenches, so time your jumps to avoid their attacks.



There's a Tail Wheel on the small, floating ship at Point 2. If you brought a Tanooki Suit into the level, you can use the wheel right away. If not, you must return to this area after you collect a Super Leaf. Use the nearby spinning platforms to continue through the level. Jump onto the first platform, and walk along the top of it as it spins. When the platform's wider section begins to tilt upward, it acts as a temporary ramp. Jump from the ramp to reach the next platform, then repeat the process to land near a Rocky Wrench.

Red Ring



Before you pass through the Red Ring at Point 3, step onto the spinning platform to the left. Jump up to collect a Super Star from the Invisible Block above you. Hurry over to the Red Ring, then collect the Coins from the spinning platforms. While the Super Star is active, it protects you from the nearby Rocky Wrenches. Gather all of the Red Coins before they vanish to earn a Super Leaf.

Star Medal



Once you have a Super Leaf, return to the Tail Wheel near the start of the level. Use the wheel to raise the ship up to the ledge, then jump over and collect the Star Medal. Jump down to the main path, and return to the spinning platforms near the Checkpoint Flag.

Star Medal



Jump along the spinning platforms to collect the Star Medal at Point 5. Before you move on, head over and deal with the nearby Rocky Wrench. Hop to the next platform and smash the 1-Up Mushroom Board to reveal a real 1-Up Mushroom.



The long platform at Point 6 sweeps along a 90-degree arc. Wait for the platform to lie flat, then jump on and run to the right. Try to reach the end of the platform before it returns to its upright position. If you're in danger of falling, look for the narrow ledge near the middle of the platform.

To find the Star

Star Medal



Medal at Point 7, stand at the edge of the long platform while it's lying flat. Jump over to grab the Star Medal, then wait as the platform returns to its upright position. When the platform moves back into range, jump on and ride up to the next area.

World 8-4



Hit the ? Block at Point 1 to collect a Fire Flower. As the platform continues through the area, use a few fireballs to slow down any Boos that get too close for comfort. This power-up also lets you light the torch in the next area, so try to hang onto it!

Star Medal



Use the Switch-board at Point 2 to chase the Star Medal along the tracks. When the Star Medal stops, keep the Switchboard below it and wait for the stone barriers to emerge from the background. Wall-jump up to the Star Medal, then wait for the barriers to pull away from the tracks.



Use the Switchboard to reach the Roulette Block at Point 3. Before you collect your power-up, face the nearby Boo to keep it from moving toward you.

Star Medal



When you reach the revolving platform at Point 4, walk along its edge to collect the second Star Medal. Before you move on, search the ? Block at the center of the platform to collect a Super Star. When the Boos appear, run to the left and take out the first enemy to collect a Super Leaf. Clear out the remaining Boos before the Super Star wears off to earn an extra life.

Star Medal



Avoid the Boos and Peepa as you ride the moving platform to Point 5. When you approach the Star Medal, a Big Boo appears to the right. Run up to grab the Star Medal, then dash to the opposite edge of the platform. The Big Boo starts chasing you as soon as you turn your back, so spin around to face it as the platform continues along its path.



When you reach the end of the level, hop onto the platform and ride up toward the top of the Goal Pole. As the platform moves into position, make a running leap from its edge.

World 8-5



This level contains several Red-Blue Panels, so you must plan your jumps accordingly. The crumbling platforms at Point 1 don't give you much time to react—make sure the Red-Blue Panel's blue side is showing by the time you reach it.

Star Medal



The Star Medal at Point 2 is located on the blue side of a flipping panel. To collect it, you must jump to the platform while its red panel is showing. When you jump toward the gap, the blue panel swings up to present the Star Medal and a safe landing spot.



Before you cross the flipping platforms at Point 3, watch the Bullet Bills moving toward you. When the first Tail Bullet Bill appears, defeat it to collect a Super Leaf.



One of the Blocks at Point 4 contains a Boomerang Flower. This power-up is particularly useful in dealing with troublesome Rocky Wrenches, so make sure you grab it on the way to the Checkpoint Flag.

Star Medal



The level's second Star Medal is located near the Red Ring at Point 5. There's a Rocky Wrench just below the Star Medal, so be careful when you attempt to collect it. Use a well-aimed boomerang to smash through incoming wrenches and defeat this enemy from a distance. If you've lost your power-up, time your jumps to dodge the Rocky Wrench's attacks, then jump on its head to collect the Star Medal.

Red Ring



After you pass through the Red Ring, jump along the platforms to collect the Red Coins. The nearby Rocky Wrenches can make your task fairly difficult, so time each of your jumps to dodge their attacks. Collect all of the Red Coins before they vanish to earn a Super Leaf.

Star Medal



The level's last Star Medal is inside the Mystery Box at Point 7. Clear out the Rocky Wrenches inside the Mystery Box, then wall-jump up to the Star Medal before the time runs out.



The Banzai Bills around Point 8 travel over the red halves of the flipping platforms. Time your jumps to avoid these massive enemies as you make your way through the area.



As you move along the flipping platforms at Point 9, time your jumps to dodge the attacks from the Rocky Wrench at the end of the path. When you're close enough, jump onto the enemy and make a running leap to the top of the Goal Pole.

World 8—Bowser: Part 1



Note

You must collect a total of 80-90 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.



When the level starts, run toward the two Magikoopas at the end of the walkway. If you move quickly, you can defeat both opponents before they have a chance to attack. When you jump on the P Switch, a large platform emerges from the lava.



Before you hit the ? Block at Point 2, wait for the Magmaargh to emerge from the lava. After it passes through the platform, collect the coins from the ? Block before the next Magmaargh appears. There's a Lava Bubble near the edge of the platform, so make sure you avoid it when you jump to the walkway.

Star Medal

When you reach Point 3, wait for the geysers to die down, then jump over to the pole. Move around to the front of the pole before the geysers start up again, then slide down to collect the Star Medal near the lava. There's a Magikoopa waiting on the ledge above you, so be ready to defend yourself as you climb up the pole.

Star Medal

There are three Boomerang Bros waiting for you at Point 4. Their combined attacks can be difficult to dodge, so move quickly to thin out their ranks. Dash to the Boomerang Bro on the right. After you dodge his first attack, jump on his head to defeat him. After a moment, the Boomerang Bro to the left jumps toward you. Wait for him to do so, then jump on his head before he attacks. After you even the odds, defeat the last Boomerang Bro to reveal a Boomerang Flower. Collect the power-up, then use a boomerang to collect the nearby Star Medal.

The Magikoopas at Point 5 can be a real nuisance, so take them out as soon as they appear. Throw a boomerang at the enemy to the right, then jump on the remaining enemy before it has a chance to attack.

Star Medal

On your way to face Bowser, jump up and throw a boomerang through the Star Medal at Point 6.

Boss Battle: Bowser

Bowser's fireball and tail whip attacks are similar to those used by the imposters you faced in other castles, but his jump attack is far more dangerous. Each time Bowser lands, it sends a shock wave through the area. To avoid taking damage, you must jump over each shock wave as it moves toward you.

As you dodge Bowser's attacks, look for opportunities to slip past him. When Bowser jumps to the edge of the path, hop over the shock wave and run through the opening. Keep an eye on Bowser each time you pass him. If he winds up for a tail whip, be prepared to jump over the incoming attack. Keep running until Bowser jumps past you, then hop over the shock wave and look for your next opportunity.

Watch out for the Lava Bubbles near the end of the bridge. To safely cross the last two gaps, you must time your jumps to avoid these troublesome obstacles in addition to dodging Bowser's attacks. When you see an opening, head for the switch at the end of the bridge. Dodge past the second group of Lava Bubbles, then jump on the switch to end the encounter.

World 8-6

When you stand on the cage-like platforms at Point 1, they sink into the lava. Cross each platform before it sinks too low, or jump in place to allow it to rise back up. You'll find several of these cage-like platforms on your way through the level. Some of them contain valuable objects, but many of them are placed above dangerous geysers. Be sure you check for items and hazards each time you encounter one of these platforms.

When you reach the cylindrical cage at Point 2, hop on and move forward until it begins to roll. As the cage picks up speed, walk in the opposite direction to keep from falling off. The cage reacts to your weight, so your position affects the speed and direction of the roll.

Star Medal

Like the cylindrical cage, the platform at Point 3 reacts to your weight. As the platform rolls, it moves along a length of a giant bolt. Roll the platform counterclockwise, and dodge the attacks of the nearby Magikoopa until you reach the end of the bolt. Jump up and grab the Star Medal, then roll the platform the other direction to reach the Warp Box.

Red Ring

When you reach Point 4, draw the Wallop toward the bottom of the screen, then jump through the Red Ring. As the Wallop slams down, follow the Red Coins to the next platform. As you move across the platform, it begins to roll. Stay near the edge of the platform to gain as much speed as possible. Collect the remaining Red Coins before they vanish to earn a Super Leaf.

Star Medal

The level's second Star Medal is located inside the platform at Point 5. Stop the cylindrical cage next to the platform, then wait for the geyser below the Star Medal to subside. Jump to the center of the platform to push it down through the Star Medal, then hop back to the cylindrical cage.

Star Medal

The last Star Medal is on the large, spinning platform at Point 6. The platform reacts to your weight, so it only spins if you stay from the center of the path. Each time you reach a gap, carefully spin the platform to move a walkway into the top position. The path takes you through geysers and Magikoopas, so stay on your toes. When you reach the end of the path, carefully spin the platform to bring the Star Medal to you. When you're ready to continue, spin the platform until you drop through the gap to find a Warp Box.

Caution

Make sure you collect the Star Medal before you drop through the gap. Once you drop down, there's no way back up!

World 8—Bowser: Part 2

Note

You must collect a total of 100 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.



When the level starts, you find yourself riding a large cart into Bowser's lair. After the tracks dip down to the lava, the cart takes you through a series of fireballs. Stand at the corner of the cart to avoid the first fireball. After you turn the corner, watch the back wall for more approaching fireballs, and move around the cart to dodge them.

Star Medal



As you approach Point 2, move to the back of the cart. If you stay near the edge, the cart should carry you safely through the next few fireballs. When you reach the Star Medal, jump up to grab it, then dodge the remaining fireballs.

Star Medal



The level's second Star Medal is high above the wooden platforms at Point 3. There's a geyser beneath each of the platforms, so use caution as you continue along the path. When you reach the top of the tower, Bowser chases you across a Block-covered bridge. Keep running, and jump over any Blocks in your path. Stay ahead of Bowser until you reach the end of the bridge. Jump on the switch to end the chase, then follow the path to the end of the level.

Star Medal



After you reach the second cart, you must dodge another series of fireballs. As you move along the tracks, watch for the shadows of incoming fireballs. Adjust your position to avoid each of the fireballs as they pass by, then jump up to grab the Star Medal at Point 4.

Red Ring



Run to the Toads at Point 5 to collect a 1-Up Mushroom, then hop into the nearby Cannon. Aim for the center of the Red Ring, then fire yourself through the stack, then follow the path to the tower's entrance.



When you enter the tower, Bowser appears on a nearby platform. This encounter is significantly different from your previous battles. Rather than block your path, Bowser uses a variety of long-range attacks to hinder your progress. You must dodge his attacks as you traverse the level, but watch the path for additional enemies, unstable platforms, and other common hazards.



Hit the ? Block at Point 7 to collect a Super Leaf. The Tanooki Suit's flutter jump makes it much easier to avoid enemies and cross unstable platforms.



When Bowser moves to Point 8, he throws a series of large barrels at you. Move along the edges of the path, and dodge around each barrel as it rolls toward you. Each time you step on a blue platform, it drops away. Move quickly, and avoid running along the center of the path.



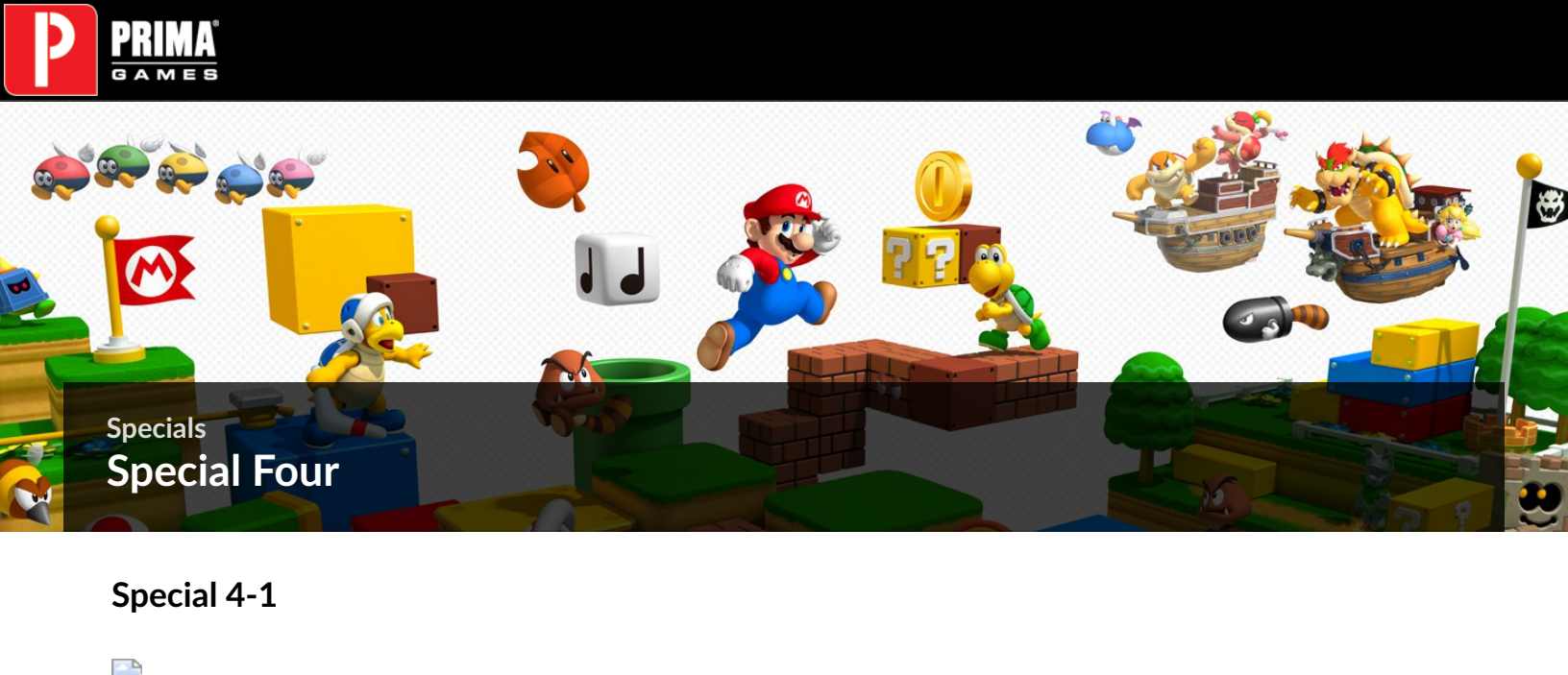
As you approach Point 9, Bowser uses more familiar tactics. Dodge his fireballs, jumps, and tail whips until you see a chance to slip past him. The switch at the end of the bridge is blocked by four columns.



Stay near the columns until one of Bowser's attacks destroys them, then jump onto the switch and continue along the path.



When Bowser returns, he resumes his long-range attacks. Dodge Bowser's fireballs, and watch out for the additional enemies and unstable platforms as you continue along the path. When you reach the top of the tower, Bowser chases you across a Block-covered bridge. Keep running, and jump over any Blocks in your path. Stay ahead of Bowser until you reach the end of the bridge. Jump on the switch to end the chase, then follow the path to the end of the level.



Specials

Special Four

Special 4-1



When the level starts, hit the Roulette Block to collect a random power-up. When you're ready to continue, hop onto the large cluster of platforms.



As you ride through the level, groups of **enemies** drop onto the platforms. Depending on the power-up you received from the Roulette Block, these encounters can vary in difficulty. Watch the platforms for the shadows of incoming **enemies**.



When you pass by the Fire Piranha Plants, some of the platforms begin to drop away. As you deal with incoming **enemies**, try to stay near the center of the platforms.



Soon after the Bob-ombs appear, spiked balls start rolling across the platform. Use a few tail whips to deal with the Bob-ombs as quickly as possible, then prepare for the spiked balls. Move toward the bottom of the screen and stand at the edge of the platforms. Make sure you position yourself on the line that divides the two sections. Stay put as the spiked balls bounce off of each other and roll safely past you.

Star Medal



The level's first Star Medal is located on the edge of the retractable spikes. As you pass between the spikes, watch for the Star Medal to appear on the right. When you're close enough, jump over and grab it. Return to the platforms and deal with any remaining Prongos. The platforms near the bottom of the screen are about to drop away, so make sure you stay near the background.

Star Medal



The second Star Medal is floating above a rubber platform that appears to the left. A group of Magikoopas is waiting nearby, so try to collect the Star Medal before they have a chance to attack. The Magikoopas follow you to the end of the path, and you have very little room to dodge their attacks. If possible, use a few tail whips to clear them out of the area.

Star Medal



Before you jump to the Goal Pole, check the nearby building for the level's last Star Medal. Jump up along the moving platforms, then make a running leap onto the building. Move to the right until you find the Star Medal's shadow. Stand on the shadow and perform a backflip to collect the Star Medal.

Special 4-2



This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.



When the level starts, dash past the Boos to reveal the invisible platforms at Point 1. Hit the P Switch at the end of the path, then circle around and follow the Donut Blocks to the Warp Box.

Star Medal



When you appear in the next area, look for the Star Medal to the right. As you approach it, the invisible platforms veer off to the right. Make a running leap straight through the Star Medal. As you pass over the gap, more platforms materialize to provide a safe landing. When you land, dodge past the Peepa and continue along the path.

Star Medal



When you approach the Star Medal at Point 3, it flees down the path. Follow it onto the large platform to find a row of ? Blocks. As you approach them, you find yourself surrounded by Boos. Hit the ? Block in the center of the row to collect a Super Star. Dash through the Tail Boo to the right to collect a Statue Leaf, then run through the remaining **enemies**. When you're ready to move on, grab the Star Medal and find the hidden platforms to the right.

Tip

Before you collect the Star Medal, search the large platform's front-left corner. Stand in the center of the revealed platform, then jump straight up to collect a 1-Up Mushroom from an Invisible Block.



After the Warp Box drops you at Point 4, the Cosmic Clone can make it very hard to search for invisible platforms. When you're not sure where to go, circle the edges of your current platform to keep the Cosmic Clone from catching you.

Star Medal



Follow the platforms to the Star Medal at Point 5. Make a running leap through the Star Medal, then wall-jump over the Cosmic Clone. When you land, follow the platforms to the exit.

Special 4-3



After you deal with the Flophopper at Point 1, search the nearby Blocks to collect a Statue Leaf.

Star Medal



The level's first Star Medal is hidden behind the waterfall at Point 2. Run through the water to collect it, then collect the coins from the nearby ? Block. When you return to the main path, watch out for the Bullet Bills approaching from the right.

Red Ring



After you exit the waterfall, make a running leap through the Red Ring. When you land, dash to the left and collect all of the Red Coins to earn a power-up.



When you jump to the walkway at Point 4, a Banzai Bill comes flying in from the left. When you land, dash across the walkway to stay ahead of the massive enemy.



As you drop down to the next walkway, watch out for the Bullet Bills flying in from the right. Hop up and search the nearby ? Block to reveal a Boomerang Flower.

Star Medal



The second Star Medal is floating below the path at Point 5. Wait for a Banzai Bill to appear, then follow it toward the Star Medal. Drop down to grab the Star Medal, and wall-jump back up to the path before the next Banzai Bill arrives. Dash across the smaller gaps to the right and drop down to the next walkway. As you continue along the path, keep an eye out for more Bullet Bills.

Star Medal



The last Star Medal is floating under the bridge at Point 6. Use a boomerang to collect it before you jump to the Goal Pole.

Special 4—Mystery Box

After you complete Special 4-3, you gain access to a new Mystery Box. This Mystery Box contains a random encounter. Clear the area and collect your reward before time runs out.

Special 4-4



The level starts with just 30 seconds on the clock. Each time you defeat a Goomba you earn a blue + Clock. Hurry down the path and clear out every Goomba you find.

Star Medal



The first Star Medal is located on the main path. Follow the steps down to Point 2 to grab it on your way through the level.

Star Medal



The second Star Medal is located above the ? Block at Point 3. If you've cleared out each enemy along the path, you should have a fair amount of time on the clock. Hurry across the cloud platforms and head into the final stretch.



As you drop down to Point 4, look for the Goomba near the center of the platform. Try to land directly on its head, then hop onto the nearby Switchboard.

Star Medal



Ride the Switch-board to the end of the tracks, then drop down to the wooden platforms below you. The last Star Medal is off to the right, leap out to grab it.

Note

Even if you're using a Tanooki transformation, collecting the Star Medal makes it very difficult to reach the top of the Goal Pole. If needed, revisit the level to make a fresh attempt.

Special 4-5



The ? Block at Point 1 contains a Poison Mushroom, so it's best to avoid it. Hop onto the blocks and up to the ledge. The level's first Star Medal is hidden on a small platform behind the wall.



The Peepa at Point 2 can be difficult to dodge. Hop onto the ? Block and use the extra height to jump right over them.



The ? Block at Point 3 contains a Super Star. After you collect it, dash across the crumbling platforms to continue to the next area. Jump over any gaps to maintain your speed, and clear out the **enemies** along the path until the Super Star wears off.

Red Ring



If you're quick enough, you should be able to take out both of the Boos near the Red Ring. If the Super Star wears off before you reach Point 4, try to draw the Boos away from their platforms before you pass through the Red Ring. The Red Coins are scattered across the crumbling platforms, so you must plan each jump carefully. Collect all of the Red Coins before they vanish to earn a power-up.

Star Medal



When you reach Point 5, you must perform a series of wall jumps to reach the next area. The second Star Medal is floating high above the ledge, so use an extra wall jump to grab it when you're within range. When you're ready to move on, drop back down to the main path.

Star Medal



Clear out the two Boomerang Bros at Point 3, then use the ! Block to the right. When the face Blocks are in place, follow them to find the second Star Medal.

Star Medal



Walk onto the ship's bowsprit to find the ! Block at Point 4. Use the ! Block to create a temporary path, then follow the face Blocks to the left. Grab the level's last Star Medal, then hurry back to the ship before the ! Block resets.

Boss Battle: Boom Boom

Boom Boom hasn't learned any new moves, but the room's retractable spikes make things a little more difficult this time around. When Boom Boom performs his spinning attack, the spikes appear along the room's walls. This prevents you from running away from Boom Boom, so you'll have to be a little more aggressive. Jump over his spinning arms and land on his head to deliver a damaging blow.



When Boom Boom tucks into his shell, the spikes at the center of the room emerge. If you stay across the room from Boom Boom, the spikes actually help protect you from his attacks. Wait for Boom Boom to emerge, then repeat the process. Jump on his head three times to defeat him, then exit through the Pipe.

Boss Battle: Pom Pom



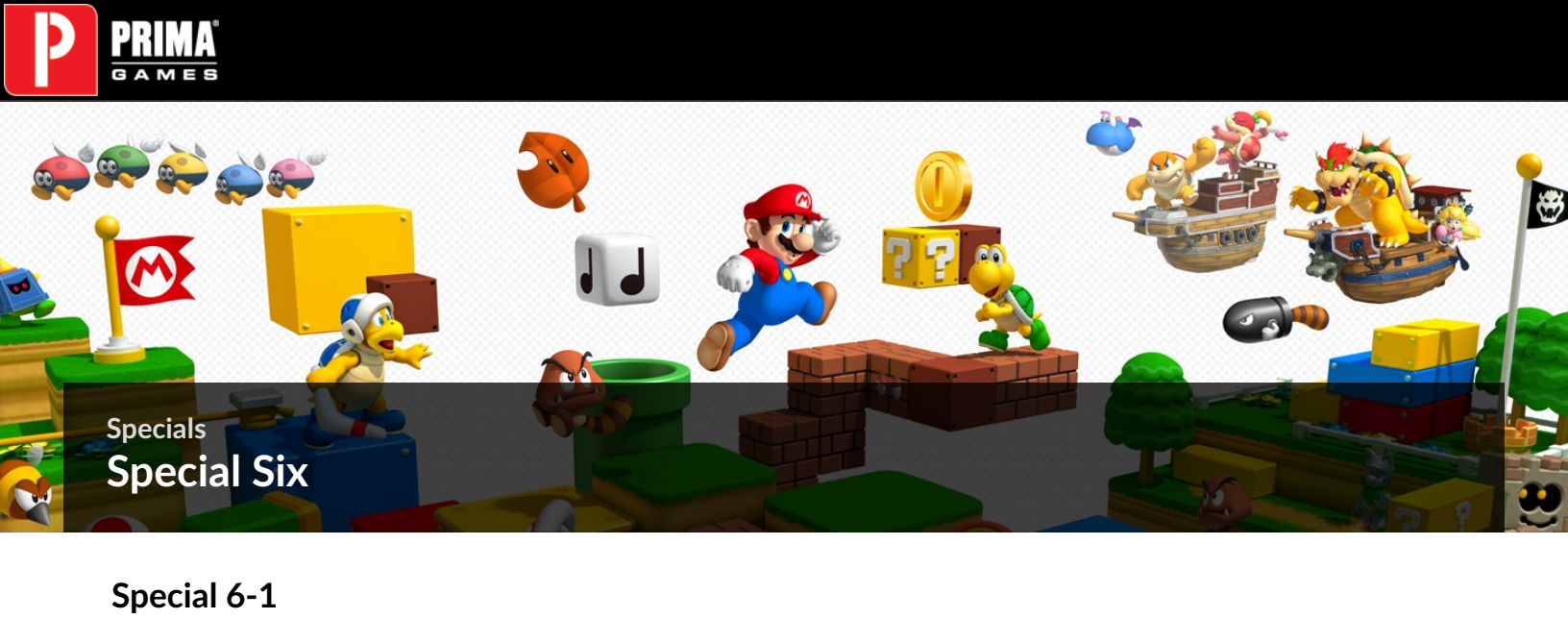
Run across the Donut Blocks and collect the green + Clock. When Pom Pom appears, dash along the Donut Blocks to flank her, then jump on her head to deal some damage. It takes some time for the Donut Blocks to reappear, so plan your route carefully.



To dodge Pom Pom's shell attack, circle along the outside of the Donut Blocks. As long as you keep moving, the shell won't hit you. By the time you complete the circle, Pom Pom should emerge from her shell. Wait for her to choose a platform, then dodge her boomerangs and deliver another blow. Repeat the process until you defeat her and end the encounter.



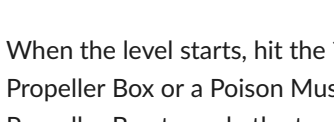
When you're ready to end the level, jump onto the ? Block at Point 5 and make a running leap to the top of the Goal Pole.



Specials

Special Six

Special 6-1



When the level starts, hit the ? Block at Point 1 to reveal a Propeller Box. Each of the nearby ? Blocks contains either a Propeller Box or a Poison Mushroom, so it's best to avoid them for now. Search the area for coins and other objects, or use the Propeller Box to scale the tower.

Note

You'll need a Propeller Box to collect each of this level's Star Medals. If you lose your power-up along the way, return to Point 1 to find a replacement.

Star Medal



Use a Propeller Box to fly up to the Note Block at Point 2. Bounce off of the Note Block, then perform a wall jump and fly up to the first Star Medal. If you're having trouble reaching it, float around the corner to the right. Touch down on the platform to recharge your Propeller Box, then fly up to the Star Medal.

Star Medal



The second Star Medal is floating inside the tower. Fly up from below and use a wall jump to grab the Star Medal, or simply make your way up along the various platforms.



After you collect the second Star Medal, drop straight down and head through the nearby door. Search the ? Blocks along the wall to collect a Statue Leaf. When you're ready, move back to the door and fly up to the next ledge.

Red Ring



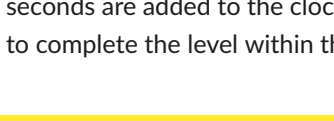
Hop through the Red Ring at Point 5, then follow the Red Coins to the right. Collect all of the Red Coins before they vanish to earn a Statue Leaf. When you reach the next door, use the Propeller Box to fly to the top of the tower.

Star Medal



Before you jump to the Goal Pole, make sure you collect the level's last Star Medal. Look for it's shadow at Point 6, then use the Propeller Box to fly up and grab it.

Special 6-2



Note

You start this level with very little time on the clock. To extend the time limit, you must defeat the **enemies** located throughout the level.



Move quickly across the Donut Blocks, but make sure you jump on the Goombas along the way. Each time you defeat one, 10 seconds are added to the clock. If you fail to defeat these **enemies** before the platforms break apart, you'll find it very difficult to complete the level within the time limit.

Star Medal



When you reach Point 2, draw all of the nearby Goombas to your position. It takes a while for the third Goomba to reach you, so jump between Donut Blocks to slow the rate at which they drop. After you defeat all three **enemies**, dash to the edge of the Donut Blocks and jump through the Star Medal.

Red Ring



Pass through the Red Ring at Point 3, then follow the Red Coins across the Donut Blocks. As you grab each Coin, try to leave the surrounding area. Collect all of the Red Coins to earn a Statue Leaf, then turn around and follow the Donut Blocks toward the background.

Star Medal



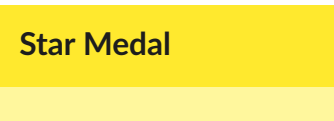
When you reach Point 4, perform a series of wall jumps to reach the ledge above you. Run through the Star Medal on the Donut Blocks, then drop down onto the Goomba and continue along the main path.

Star Medal

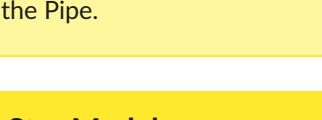


Drop down to defeat the Goomba at Point 5, then make a running leap through the Star Medal. When you land, head through the Warp Box and follow the path to the Goal Pole.

Special 6-3



When the level starts, dodge past the Chain Chomp and hit the Flip Panel on the ground. Climb up and trigger the Flip Panel to the left to create a temporary bridge to the next ledge.



When you search the ? Blocks at Point 2, avoid the one on the left—it contains a Poison Mushroom. Step on the Flip Panel and search the two remaining Blocks to collect a Super Star. Follow the path as it leads you to the back wall, then leap to the platform on the left. When you land, jump up to find the Statue Leaf hidden in an Invisible Block.

Star Medal



Before you trigger the Flip Panel, jump to the ledge on the left to find the level's Checkpoint Flag. When you're ready, return to the Flip Panel and follow the path to the first Star Medal. The ? Block along the way contains a Poison Mushroom, so it's best to avoid searching it.



Watch out for the spikes at Point 4. Jump across the ? Block, then double back and grab the 1-Up Mushroom behind you. There's another 1-Up Mushroom to the right, but you must move quickly if you hope to collect both of them. The path runs to the end of the area, and you must travel the entire distance before it vanishes.

Star Medal



The last Star Medal is floating near the end of the path. The area is swarming with Stingbys, but you may not have enough time to engage them. Dodge past the **enemies** and position yourself behind the Star Medal. Jump out to collect it and drop down to the Flip Panel. Jump up along the path as it unfolds above you, or wait for the Flip Panel to reset before you jump to the Pipe.

Star Medal



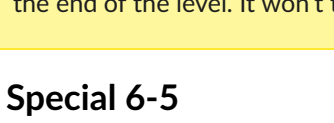
When you exit the Pipe, drop down and somersault through the Blocks to the left. Wall-jump onto the Stingby, then collect the Star Medal from the ledge.



Tip

If you lost your Tanooki transformation, bounce off of a Paragoomba to reach the top of the Goal Pole.

Special 6-4



Note

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.

Star Medal



Run past the ? Blocks at Point 1, then circle back and use them to reach the Star Medal on the ledge to the left. To ensure you avoid the Cosmic Clone, drop down from the ledge before you turn back to the right.

Star Medal



When you reach the spinning platform at Point 2, try to collect the nearby Star Medal. If the platform's angle doesn't allow this, jump to the ledge and circle back to make a second attempt. Each time you change direction, make sure you leave enough space to run past the Cosmic Clone as it catches up to you.



Hop onto the small platform at Point 3, then jump up to reveal a Super Star hidden in an Invisible Block. Use this power-up to temporarily clear out the Cosmic Clone, then bounce up to the next area.

Star Medal

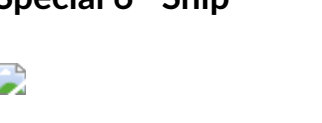


When you spot the Star Medal at Point 4, jump over and grab it. Jump back to the right and follow the spinning platforms to the end of the level. It won't take long for the Cosmic Clone to reappear, so keep moving to reach the Goal Pole!

Special 6-5



As you ride the platform through the first area, watch out for thistles and Boos along the path. Adjust your position each time the platform rotates, and be careful when you attempt to collect the nearby coins.



Search the ? Blocks at Point 2 to collect a Fire Flower. Move toward the bottom of the screen to find a pedestal. Light the pedestal to reveal two Poison Mushrooms and a Super Mushroom. Destroy the Poison Mushrooms with your fireballs, then grab the Super Mushroom and hop onto the nearby Switchboard.



The Boos along the tracks can be troublesome, so be sure to keep an eye on them. When one of these **enemies** is blocking you, use a fireball to temporarily clear it from your path.

Star Medal



When you drop down to the lower tracks, continue left until the Switchboard stops at Point 4. Jump up to collect the Star Medal, then grab a power-up from the Roulette Block.

Star Medal



Search the edge of the large, rotating platform to find the level's second Star Medal. Before you leave, hit the nearby ? Block to reveal a Super Star and three Big Boos. Grab the Super Star and clear out the **enemies** before its effect wears off.



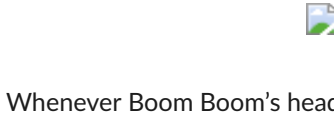
The next platform carries you through several **enemies**, but the thistles along the path are just as dangerous. Watch for upcoming hazards, and dodge through the gaps as you pass by them.

Star Medal



Before you head through the door at Point 7, collect the coins to the right. Jump up to reveal the three Invisible Blocks just above you. Hop onto the used Blocks and jump up to reveal two more Invisible Blocks. Continue up the wall to find one more Invisible Block, then use it to reach the level's last Star Medal.

Special 6—Ship



Note

You must collect a total of 200 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.



Due to the scrolling level, you don't have much time to plan your route along the Red-Blue Platforms. If you find yourself in a difficult

position, jump to one of the Blocks along the center of the path and flip the platforms into a more accommodating arrangement.



When you reach Point 2, hit the ? Block at the center of the Blokkablok to reveal a Statue Leaf. The nearby Stingbys make it dangerous to stay put, so consider moving on as soon as you collect it.

Star Medal



To collect the first Star Medal, hurry down to Point 3 and drop through the gap in the stacked Blocks. Grab the Star Medal to the right, then jump back up through the Blocks before they move off the screen. Enter the Pipe to the left to initiate a boss battle, or take the shortcut to the right. To skip directly to the next area, jump up to the ledge and crouch near the used Blocks. Somersault through the single Block at the center of the stack to find a secret passage.

Boss Battle: Boom Boom

If you choose to enter the Pipe, you'll find that Boom Boom has learned a new ability. When he follows you with his spinning attack, he leaves a trail of fire on the ground. You can jump over the flames while you wait for Boom Boom to get dizzy, but consider stopping his attack early. Leap over Boom Boom's spinning fists, and land on his head to deliver a damaging blow.

When Boom Boom tucks into his shell, he behaves like he did in previous battles. Dodge his attacks as he bounces around the room, and wait for him to reemerge.

Whenever Boom Boom's head is exposed, he's vulnerable to your attacks. Simply jump on his head three times to end the encounter.

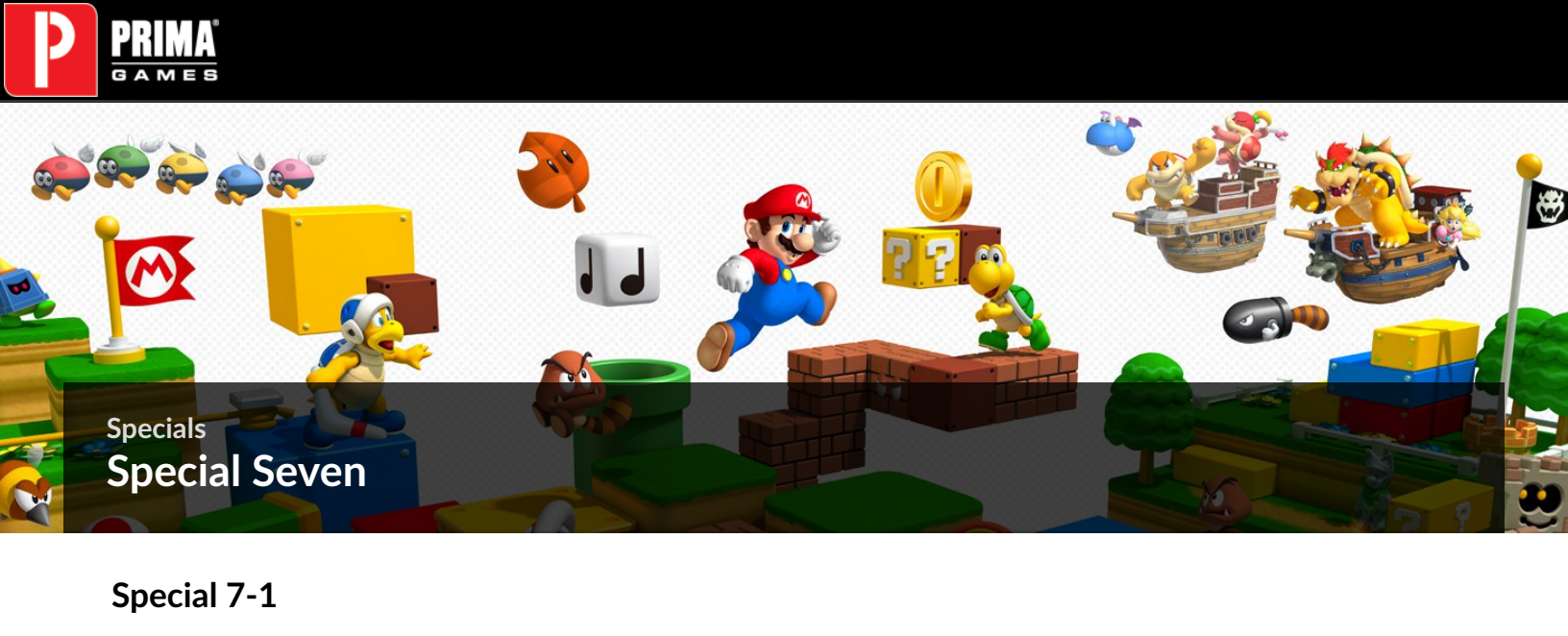
Star Medal

Jump up past the Fake Blocks at Point 4 and return to the ship's deck. You need to keep moving, so it's best not to fight them. The second Star Medal is located on the Red-Blue Panel in the background. If the platform's blue panel is showing, jump up to move the Star Medal into place. When you see the Star Medal, run over and grab it before it moves off the screen.

Star Medal

The level's last Star Medal is located above the Red-Blue Panel at Point 5. Stand on the blue panel near the Star Medal, then jump up to collect it. There's a set of spikes attached to the platform's red panel, so make sure you jump far enough to avoid them as you land.

When you reach the end of the level, wall-jump between the stacked Blocks at Point 6. When you reach the top, ground-pound the Block nearest the Goal Pole to collect a Statue Leaf.



Specials

Special Seven

Special 7-1



Note

You start this level with very little time on the clock. To extend the time limit, you must defeat the **enemies** located throughout the level.



Each time you defeat a Boomerang Bro, you extend the time limit by 10 seconds. There are plenty of **enemies** along the path, but their ranged attacks can make it tough to maintain a quick pace. Collect a power-up from the Roulette Block at Point 1, then head across the tightropes. You'll find at least one Boomerang Bro at the end of nearly every tightrope, so use caution as you cross. Avoid bouncing, and let the boomerangs pass over you as you close in on your attacker. When you're within range, take out the enemy and jump clear of any returning boomerangs.

Note

Like in World 3-4, there's a secret shortcut at the start of the level. Stand on the small ledge near the tightrope on the right, then jump straight up to reveal an Invisible Block. You can use this Block to reach the tightrope above you, but you'll miss the level's first Star Medal if you choose to do so.

Star Medal



The first Star Medal is hidden behind the tree at Point 2. Head back to grab it, then circle around the tree and collect another power-up from the nearby Roulette Block.



Hit the ? Block at Point 3 to reveal a Super Star. Follow the power-up as it bounces to the right. Catch the Super Star as it drops down from the Blocks, then hurry to the nearby **enemies**.



Bounce up to the tightrope at Point 4 and hit the ? Block to collect a Boomerang Flower.

Star Medal



After you clear out the Boomerang Bros at Point 5, bounce off of the rubber pad and continue up the tightropes. When you reach the highest tightrope, collect the Star Medal from the post to the right.



Hit the Roulette Block at Point 6 to drop a power-up into the nearby pit. Hop down to collect it, then continue toward the end of the level.

Star Medal



Special 7-2



Note

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.



This level is similar to World 6-4, but the Cosmic Clone makes it a significantly different experience. Once again, the colored platforms appear and vanish in time with the music. Use the beat to determine the best time to cross each group of platforms.

Tip

When you're waiting for a platform to appear, run in a small circle to stay in position while you avoid the Cosmic Clone.

Star Medal



Hop onto the ? Blocks at Point 2, then jump up to collect the level's first Star Medal. The ? Blocks contain several coins, so drop down and circle back around if you wish to search them.

Red Ring



To collect the Red Coins at Point 3, jump through the Red Ring just before the blue platform appears. Follow the trail across the first group of platforms, then start across the second group. These platforms are arranged differently from the others, so be careful when you cross them. Collect all of the Red Coins to earn a Statue Leaf.



When you reach Point 4, wait for all of the vanishing platforms to appear before you walk across them. Keep moving to stay ahead of the Cosmic Clone, but move slowly enough to leave each platform just before it disappears. Jump over the fireballs each time they approach, and make your way to the next area. If you managed to earn the Red Ring's Statue Leaf, however, it's much easier to simply flutter-jump between the wooden platforms.

Star Medal



The second Star Medal is floating out of view, so use the shadow at Point 5 to determine its location. Use a wall jump to launch yourself through the Star Medal and over the Cosmic Clone. After you land, lead the Cosmic Clone in a circle until you see an opportunity to cross the next group of colored platforms.

Star Medal



The level's last Star Medal is floating above the yellow platform at Point 6. Leap to the Star Medal after the yellow platform appears, then dodge the spikes and continue to the right. Hit the Block along the back wall to collect a Super Star, then use it to temporarily defeat the Cosmic Clone.

Special 7-3



When you reach the gear at Point 1, Tail Bob-ombs float down into your path. Move quickly to avoid these dangerous **enemies** as you continue across the platforms.

Star Medal



Jump over to the wooden blocks at Point 2, then rapidly use the ! Block to create a temporary path. Follow the face blocks to the first Star Medal, then jump across to the pole on the right.

Star Medal



Ride the blue platforms to the highest ledge at Point 3, then head through the opening to grab the level's second Star Medal. After you drop down from the ledge, search the ? Block near the back wall to collect some coins, then return to the blue platforms. Ride back up to the highest ledge, then jump down to the ledge on the right.



This narrow corridor is filled with Fuzzies. Look for openings to slip past each group of **enemies** as you make your way through the area.



Crouch down and head into the narrow passage near the back wall to find a hidden 1-Up Mushroom.



When you reach the gear at Point 5, move to the left and drop down to the row of ? Blocks. The ? Block on the right contains a Super Star. The next ? Block contains a Poison Mushroom, so don't waste time searching it. When you're ready, collect the Super Star and use the Warp Box to return to the main path.

Red Ring



When the platforms rotate into position, jump through the Red Ring at Point 6. Dash through the first two Red Coins, then return to the platform's edge. As the platform rotates, it carries you through the remaining Red Coins. Keep an eye on the nearby Rocky Wrench, and jump over any incoming attacks. Collect all of the Red Coins before they vanish to earn a Statue Leaf.

Star Medal



To collect the level's last Star Medal, stand on the edge of the L-shaped platform at Point 7. When the platform rotates, grab the Star Medal and make your way back to the main path.

Special 7-4



Note

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.



The level's Big Cosmic Clone can be troublesome, but you'll encounter much greater dangers on your way to the Goal Pole. As you jump along the flipping platforms, watch out for patrolling Stingbys and revolving spikes. Make sure you have a safe place to land before you commit to each jump. You must keep your distance from the Cosmic Clone, but stay focused on the level's less predictable hazards.

Star Medal



To avoid the spikes at Point 2, you must run along the Red-Blue Panels. Once you pass the spikes, jump across the platform's hinge to flip the first Star Medal into place. As soon as you collect it, leap across to the next platform to stay ahead of the Cosmic Clone.

Star Medal



The level's second Star Medal is floating above the Flying ? Block at Point 3. Hit the ? Block to keep it from moving, then circle back and use it to reach the Star Medal.

Star Medal



Point 4 combines all of the level's hazards into one very dangerous area. You must time your jumps to flip each platform into place while you avoid revolving spikes, a patrolling Stingby, and the Cosmic Clone. The position of the spikes will determine the safest route, but the Cosmic Clone doesn't afford you much time to survey the area. Choose your path quickly, and try to clear out the Stingby as you jump between platforms. After you make it past the first set of spikes, look for the last Star Medal on the platforms ahead of you.



To reach the top of the Goal Pole, you must jump along the Red-Blue Panels at Point 5. The Cosmic Clone follows you until you end the level, so remember to keep moving.

Special 7-5



Note

You must collect a total of 200 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.



As you move between ships, keep an eye out for Flophoppers. These troublesome **enemies** patrol many of the level's spinning platforms. Since these **enemies** are on the move, it can be difficult to avoid them. When you reach the three ? Blocks on the second ship, hit the one in the middle to collect a Fire Flower. The remaining ? Blocks contain Poison Mushrooms, so it's best to avoid them.

Tip

You can use fireballs to clear out problematic Flophoppers, but it's much harder to hit hovering Magikoopa. When you spot a Magikoopa, jump on its head or focus on dodging its attacks.

Star Medal



When you reach Point 2, make a running leap onto the Flying ? Block, then jump up and collect the Star Medal. If you miss the Flying ? Block on your first attempt, hit it to lock it into place, then backflip onto the used Block. After you collect the Star Medal, make your way across the spinning platforms to the right.

Star Medal



After you make it through the Flophoppers, collect the Star Medal at Point 3. The nearby Magikoopa follows you across the next few platform, so watch out for incoming attacks.

Star Medal



Before you enter the Warp Box at Point 4, use the steps to the right to reach the upper deck. Jump onto the spinning platform and grab the last Star Medal, then drop back down to the lower deck. When you're ready to move on, use the Warp Box to reach the end of the level.



Before you jump to the Goal Pole, walk across the ship's bowsprit to collect a 1-Up Mushroom from Toad.

Special 7-Castle



Note

You must collect a total of 220 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

This level challenges you with both a Cosmic Clone and a starting time limit of 30 seconds. To complete the level, you must keep moving to stay ahead of the Cosmic Clone while you collect the + Clocks located throughout the area.



This level contains a Big Cosmic Clone. This enemy behaves just like the smaller Cosmic Clones, but it's much more dangerous in tight spaces. Its increased size also allows it to smash through various obstacles, so look for chances to use this to your advantage. Aside from the Cosmic Clone, there are no **enemies** in this level. Keep moving, and focus on collecting the available + Clocks.

Star Medal

When you reach Point 2, lead the Cosmic Clone past each of the columns to clear them from the area. Jump onto the ? Block, then leap through the Star Medal to the left. With the columns out of the way, you have a little more room to move. Circle back to collect the Statue Leaf from the ? Block, then continue along the path.

Star Medal

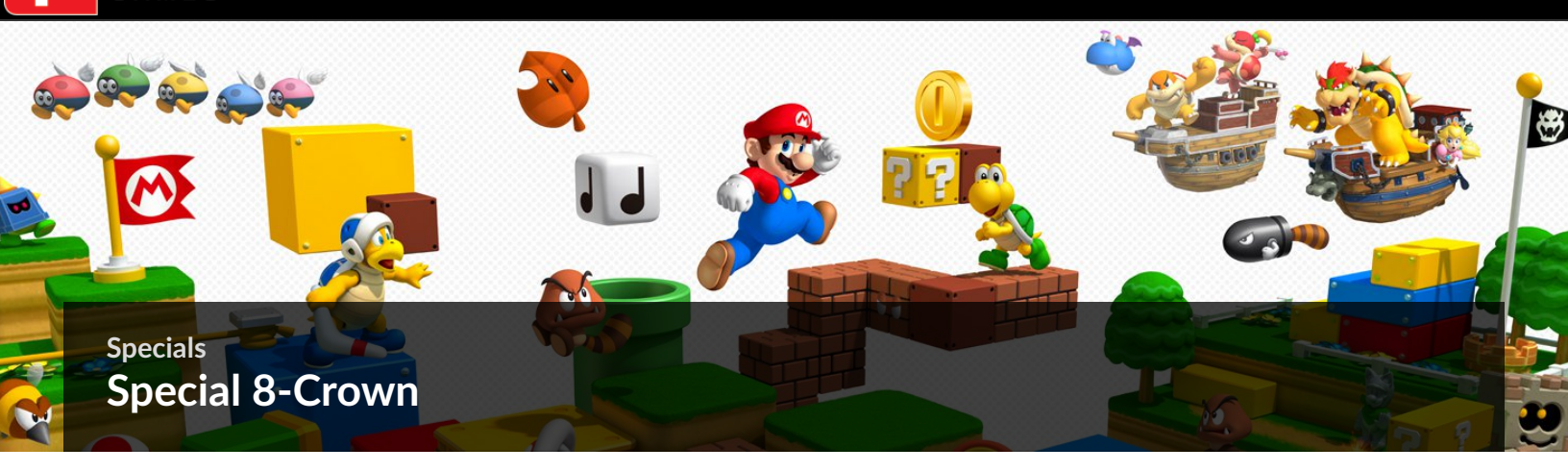
There's a Super Star hidden in an Invisible Block at Point 3. Run to the back-left edge of the platform and jump straight up to reveal the Super Star. Use this power-up to temporarily defeat the Cosmic Clone, then continue along the path to find the second Star Medal in a small alcove. If you failed to grab the Super Star, the Cosmic Clone makes the tight space fairly dangerous. In this case, stick close to the walls to ensure a safe return to the walkway.

Watch out for the Blocks at Point 4. Whether you choose to jump over them or somersault through them, it's essential that you keep moving. Dart around the columns along the path, or use the Cosmic Clone to destroy them.

Star Medal

As you approach the columns at Point 5, move to the center of the path and wall-jump up through the Star Medal. Slip under the Cosmic Clone as it destroys both columns and follow the path to the bridge.

Weave through the remaining columns as you make your way across the bridge. If you're having trouble slipping past an obstacle, circle back and allow the Cosmic Clone to destroy it. This method takes a little more time, but it helps ensure your enemy won't catch up to you. When you reach the end of the bridge, the Cosmic Clone vanishes. Grab the green + Clock, then follow the path up to the Goal Pole.



Specials

Special 8-Crown



Note

In order to gain access to this level you must finish every world as both Mario and Luigi, collect all the Star Medals, and reach the top of every Goal Pole.

You've done it all: completed every level as Mario and Luigi, collected every Star Medal, and reached the very top of every Goal Pole. Surely with all of that playtime you can easily finish this new level you've unlocked, right? Well you are in for a surprise. This level is by far the most difficult in *Super Mario 3D Land*. It will take longer to complete than any other level and has no checkpoints or power-ups. In the following pages, we will assist you in conquering this truly challenging level by showing you what lies ahead, recommended jumps, and what not to do. Even with all of our tips, this level will take quite a few attempts; the timing for some of the jumps required has to be precise. Good luck, have fun, and remember that this level wasn't meant to be conquered on the first try!



When the stage begins, run forward and jump onto the first yellow platform. While dodging the hammers from the Hammer Bros, jump to the blue platform that isn't occupied by an enemy. From this platform, jump to the red platform. If you're quick enough, you can jump right onto the head of the Hammer Bro residing on it. Ignore the other Hammer Bro—just focus on jumping along the platforms.



When the Boomerang Bro moves in to attack, just jump right by him. If you're fast enough, you'll be out of range before he throws his first boomerang. When you reach the large platform, take the Warp Box to the next area.



Now things really get tough! After you exit the Warp Box, run toward the Goomba ahead of you. Keep your speed up as you jump onto its head and bounce to the next platform. You don't want to lose your momentum here—stopping increases your chances of failure!



Leap to the Goomba on the wooden block, then bounce across to the blue platform. Jump to the Goomba on the used Blocks, then bounce clear across the next gap. The success of each jump depends on maintaining your speed. You don't have much time to react, so keep watching the path ahead of you!



As soon as you land, leap across to the next used Block. The used Block makes a for very small target, and the slightest delay can send you sailing right past it.



Maintain your speed as you land to dash right over the small gaps along the path. When you reach the very end of the path, jump up to the used Blocks along the wall in front of you.

Tip

This is a great spot to catch your breath. The section you just completed is very difficult to master, and it probably took you more than one attempt! If you did it on your first try, congratulations! You are quite the platforming master!



When you're ready to continue, follow the used Blocks to the right. After you jump across the first gap, it's essential that you keep moving. Leap from the used Blocks and bounce across the two Paragoombas. If you time each jump properly, you should land near the Blokkablok on the blue platform.



Next take out the Blokkablok before you press onward. After you have dispatched the Blokkablok, jump up onto the next three platforms and stop.



When you reach the third platform, move toward the front edge to gain the attention of a Stingby. Let the Stingby come to you and jump on it to remove an unnecessary hazard for the jumps ahead.



Once you have dispatched the Stingby, get a full running start and jump to the next platform. Like the last area, you'll want to keep running forward without stopping between your jumps. From the next platform you land on, jump from the very edge towards the next wooden one.



For the jump from the wooden platform, you'll want to hold back a little in order to not overshoot Toad standing ahead of you. Land directly on Toad's head and bounce toward the next platform while still holding forward the entire time. Go down the Pipe, and prepare to face Pom Pom and Boom Boom at the same time.

Boss Battle: Boom Boom and Pom Pom



As soon as the encounter begins, jump to the higher ground and jump on Pom Pom's head for the first hit. Shortly after, Boom Boom should be finishing spinning and fall over dizzy; jump on his head for the first hit.



Repeat this pattern until you finish off Pom Pom, and get ready, because as soon as she's finished, the second level drops, allowing Boom Boom to chase you with no safe spot to stand. For the final hit on Boom Boom, have him chase you while you run along the outside wall. Do not stop, and make sure not to loop back, because Boom Boom leaves behind a trail of fire while he is spinning. Once he stops, jump on him for the last time, and prepare to move on to the next area.



In this next area, you are greeted by Toad and a Switchboard. Hop on the Switchboard, and ride it forward, revealing Fuzzies that are in your way.



Use the Switchboard's front and back arrows to time going through the Fuzzies. You will need to jump over the last set of Fuzzies since their path goes directly down the area you need to travel. The Switchboard will fall twice onto new tracks. Once it hits the bottom set of tracks, you'll need to jump to the next Switchboard as soon as the one you are on starts falling into the starry night sky.



The next section isn't so bad when compared to the last but can easily turn disastrous if you let your guard down. Ride the Switchboard near its center, but keep on the forward arrow while kicking away any Tail Bob-ombs that get near you.



As soon as the Tail Bob-ombs are gone, you'll notice some very nasty hazards ahead: multiple Fire Bars. Go ahead and step back and forth on the Switchboard while the Fire Bars are in your view before you approach them; learn their pattern some, and then proceed when you are ready.



You'll want to do very short little jumps here that clear the Fire Bars but keep your Switchboard moving forward. The longer you linger in the path of the Fire Bars, the higher your chance of not making it through.



After you pass by the final Fire Bar, get ready to jump off your Switchboard onto a new platform that has a Warp Box. Take a quick breather, and jump into the Warp Box when you are ready.

If you brought along a Super Leaf, now is the time to use it! The Tanooki Suit is a great help on the Donut Blocks ahead of you.



Now you'll need to dodge Fire Bars and move very quickly or risk falling due to all of the Donut Blocks. Keep moving through the area quickly while dodging all of the Fire Bars. Try not to run across every Donut Block just in case you need to jump a step backward to avoid a Fire bar.



After clearing the final Fire Bar, take another quick breather, because once you jump into the next Warp Box, you can't stop!



As soon as you emerge from the Warp Box, you'll see those purple dots you've come to know quite well. Yep, it's Big Cosmic Clone time! When you land from the Warp Box, run ahead and jump immediately to your left.

Take a good look at the area ahead; just circle a few times to keep the Big Cosmic Clone off you. At first glance you appear to be blocked in, but there is actually a way for you to get through: crouch!



Crouch-walk under the set of engines that are the second set from the edge as shown in the screenshot.



As soon as you are clear, start running and jump past the Chain Chomp. You will then need to jump over the spiked bar in your way.



Just keep jumping at this point as you move forward in order to keep the Wallops in place that block your way. Don't stop for anything, and jump into that Warp Box!



You emerge from the Warp Box to have Toad standing before you, and there's a green switch. What challenges await you now after all you have just been through? Just one. Step onto the green switch, and then proceed onto the yellow lift platform to your right to face this challenge...



The only challenge left is to not fall off the platform from excitement! You've done it! The hardest level of Super Mario 3D Land has been defeated by you! Take pride in this moment; you've truly earned it.



Proceed through the final Warp Box after seeing the special thank-you message. Time your jump perfectly, and get that final golden flag from the Big Goal Pole!



How to Play The Basics

Using the Touch Screen



All of the action may take place on the top screen, but the Touch Screen is an invaluable tool. The bar at the top of the Touch Screen displays the current level, the Star Medals you’ve collected, and the extra lives you have at your disposal. The buttons in the bottom-right corner temporarily change the camera angle, allowing you to get an enhanced view of the area. However, the bulk of the Touch Screen is reserved for its most important feature. When an active suit or transformation is replaced with a new power-up, your original power-up is moved to the Touch Screen—as long as you have the space for it. This means you can carry up to two power-ups at any time.

Note

To use your stored power-up, simply tap the icon in the center of the Touch Screen.

During level selection, all of the Touch Screen’s information is moved up to the top screen. In its place, you’ll find some handy navigational tools. Tap the tabs along the top of the Touch Screen to quickly move between available **worlds**. The Touch Screen also displays a simple map of your selected world. When you tap a point on the map, Mario automatically runs to the corresponding level.



Game Progression

Playable Levels



Reach the Goal Pole—that’s all you have to do to beat a level. Of course, what sounds like a simple task is made much more difficult by relentless **enemies**, devious traps, deadly falls, and any number of other challenges. The game keeps track of each level you clear, each Star Medal you collect, and whether or not you’ve made it to the very top of each Goal Pole. If you hope to see everything the game has to offer, you must complete all of these tasks.

Locked Levels



Each world contains at least one locked level. To unlock these levels, you must collect the indicated amount of Star Medals. You can often skip past locked levels, but doing so will affect your Star Rating.

Toad’s Houses



Every so often, you’ll gain access to a Toad House. These areas are completely optional, so you can safely skip past each of them.



Red Toad Houses each contain a Gift Box that you can open to collect a power-up. When you exit the house, it disappears from the map if you opened the Gift Box. Before you enter a red Toad House, make sure you have room to collect the power-up.

The blue Toad House in World 3 contains an album that you can use to view the various pictures you collect on your adventure. This house never disappears, so you can visit as often as you like.

Mystery Boxes



As you unlock new areas, you’ll discover a variety of Mystery Boxes. These special areas offer simple challenges and useful rewards. Mystery Boxes accessed from the level-selection screen usually contain a random encounter. Defeat all **enemies** or objects to earn coins, power-ups, or even Star Medals!

After you enter a Mystery Box, you have 10 seconds to identify and complete the challenge. When the time expires, the Mystery Box disappears.

StreetPass

When you have StreetPass activated, you can exchange Mystery Boxes with other players and have Toad Houses appear! A Mystery Box from another player will always contain a Star Medal and is the only way you can reach the maximum of 999! You’ll know when you receive a Mystery Box from another player because it will be marked with their Mii character’s face on the world-select screen. Your best times for every level will be shared with other players you meet through StreetPass as well after you’ve viewed the ending for Super Mario 3D Land for the first time.

3D Areas



3D areas contain optical illusions that make it difficult to determine the locations of platforms, pick-ups, and other important objects. Each time you enter a 3D area, a special icon appears in the lower-right corner of the screen. If needed, adjust the 3D depth slider on your Nintendo 3DS system to break the illusion.





How to Play Controlling Mario

Basic Moves



Jump



Press  (or ) to jump into the air. Whether you're bounding between platforms or attacking vulnerable **enemies**, jumping is one of the most important skills you can master. The longer you hold the Jump button, the longer you'll stay in the air. Tap the button for a quick hop, and hold the button for a significant leap.



Dash



Hold  (or ) while moving to break into a run. Aside from the obvious time-saving benefits, dashing greatly increases the height and distance of your jumps.





Crouch



When your height prevents you from entering a narrow passage or avoiding an incoming hazard, press  (or ) to crouch down. Crouching greatly reduces your movement speed, but it allows you to reach many of the game's secret areas.





Advanced Moves

Long Jump

While running, tap  (or ) quickly then  (or ) just before you jump to perform a long jump. This move adds a little extra distance to Mario's leaps!



Rolling Long Jump



When a low ceiling prevents you from leaping across a large gap, the rolling long jump might just do the trick! During a somersault, tap  (or ) , then quickly press  (or ) to dive forward. This allows Mario to minimize the height of his jump without sacrificing distance.



Ground-Pound



Jump into the air, then press  (or ) to slam down with impressive force. Use a ground pound to smash Blocks, **enemies**, cardboard cutouts, and a variety of other objects.



Wall-Jump



Jump toward a wall and hold the Circle Pad in the direction of the wall as you make contact. When you start to slide down, hit  (or ) to push off of the wall. Wall jumps allow you to reach much greater heights than would otherwise be possible. If you position yourself between two suitably located surfaces, you can usually perform a series of wall jumps to reach otherwise-inaccessible areas.





Somersault



Crouch down and hold the Circle Pad in your intended direction, then press  (or ) to perform a somersault. Use this handy move to smash through Blocks and speed through narrow passages.



Backflip



The backflip takes a moment to charge up, but the extra height is well worth the wait. Hold  (or ) to crouch down until you start to emit a faint glow, then press  (or ) to launch into a vertical backflip. If you're attempting to reach a ledge or platform, it's best to face away from your target as you crouch down.

Side-Flip




To perform a side flip, dash in one direction, then simultaneously reverse direction and press  (or ) . This move shifts your momentum, allowing you to change directions without skidding to a stop. Use side flips to spring away from unexpected dangers.

Special Techniques


Climbing



Some levels contain poles or trees that you can climb. Jump onto a climbable object to latch on, then use the Circle Pad to move in any direction. To stop climbing, simply jump away from the object. If you climb to the very top of a tree, Mario pops out of the leaves to perform a handstand. Press \$ (or ) from this position to handspring up to floating objects or high ledges.


Swimming



When you head into the water, walking just doesn't cut it; tap \$ (or ) to swim. Swimming increases your speed, but it also propels you upward. Each tap of the button results in a single stroke. Adjust your timing to sink and swim as needed.

Bouncing



Bouncing requires precision timing and a suitable target. You can bounce off of tightropes, Note Blocks, rubber platforms, and a variety of **enemies**. Jump onto your target and hit \$ (or ) just as you make contact. If you time it right, you'll spring high into the air.

Mario





Small Mario



Fire Mario





When in this form, press  (or ) to skip a fireball across the ground. Fireballs bounce off of walls, making them particularly effective in enclosed spaces. Fireballs can also be used to ignite special pedestals, revealing hidden items or secret areas in the process.

When in this form, press (or) to throw a boomerang. You can only use one boomerang at a time. After you throw a boomerang, you must wait for it to return or break before you can throw the next one.

Note

Enemies that can withstand fireballs generally are immune to boomerang attacks.

Flutter-jump by holding \$ (or) while in the air. This not only extends the duration of your jump, it allows you make midair adjustments for precision landings. To perform a tail whip, tap (or)

Jump into air, then press  (or ) to become Statue Mario. Hold the button to maintain the transformation for up to eight seconds.

Tip



Statue Mario is best used to deflect projectiles and moving hazards. Although some **enemies** ignore Statue Mario, others will rush in and wait for the transformation to wear off!

White Tanooki

If you lose five lives on a single level, you'll have the opportunity to don the White Tanooki Suit. This suit has all the abilities of a standard Tanooki Suit, but it also makes Mario immune to damage. Keep in mind, however, that this suit won't protect you from deadly falls. If you lose ten lives on a single level, the P-Wing becomes available. The P-Wing is a powerful item that takes you straight to the end of a level. When these items are available, you can collect them from the Assist Blocks that appear at the start of the level (or near the Checkpoint Flag, if you've made it that far). Be warned that Assist Blocks aren't offered in **Special Worlds**, nor do they appear in any levels you've already cleared.

Using the Propeller Box, Mario can launch himself to amazing heights and float gently to the ground. This allows Mario to explore areas that would otherwise be impossible to reach. The Propeller Box acts as a temporary suit that Mario can slip right over his current outfit. When he suffers damage, the Propeller Box is destroyed.

Note

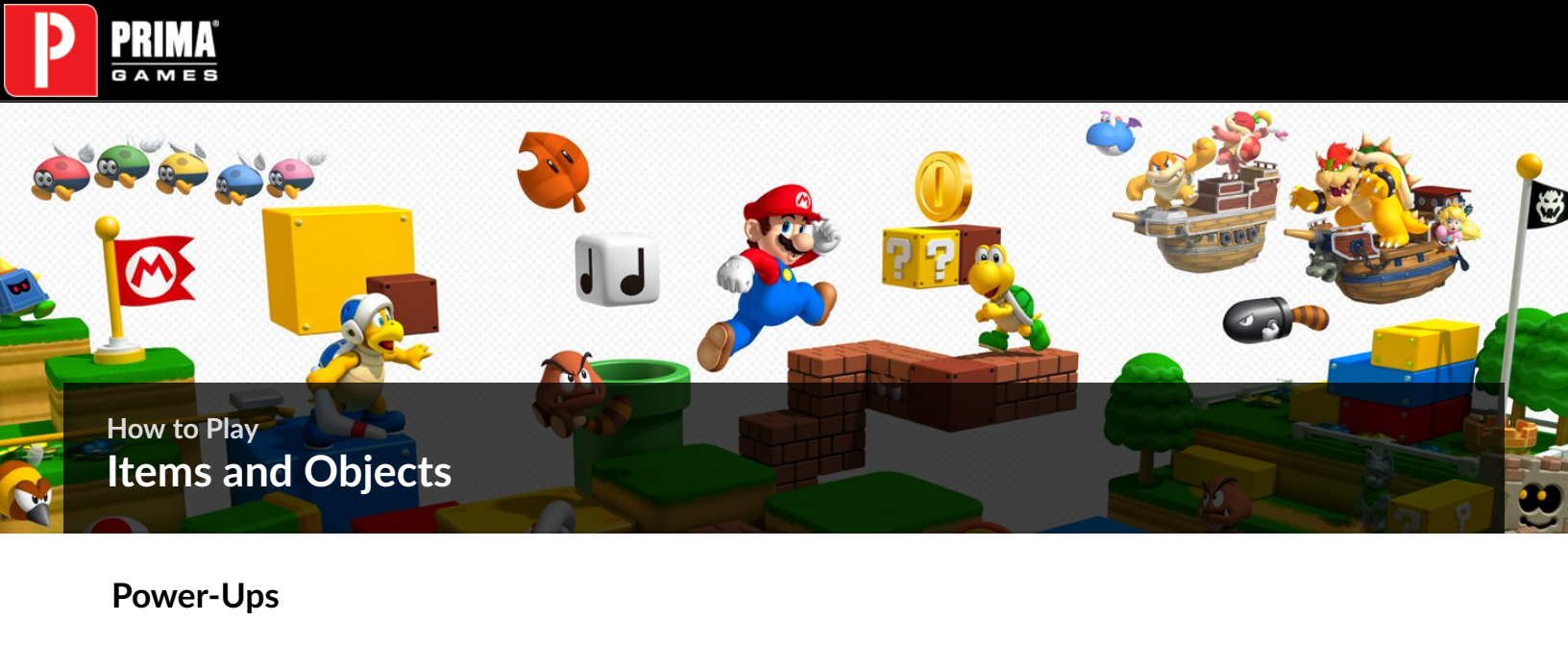
While in the air, press \$ (or ) to launch yourself upward with a burst of speed. You must return to the ground before you can use the ability again. After each launch, hold \$ (or ) to slow your descent. This ability can be used anytime before you land. Each Propeller Box can only be used while you're in the level—once you reach the Goal Pole, Mario tosses it away.

The Propeller Box is very useful, but it does limit the effects of certain power-ups. While active, the Propeller Box prevents you from throwing fireballs and boomerangs; tail whips, however, can still be used.

? Boxes look just like ? Blocks, but they behave very differently. When Mario hits one of these rare items, the ? Box breaks free and encases Mario's upper body! Like Propeller Boxes, ? Boxes act as temporary suits. As Mario moves, the ? Block generates coins. When he takes damage, the ? Box is destroyed.

Tip

If you reach the Goal Pole with an active Propeller Box or ? Box, you'll be rewarded with an extra life!



How to Play Items and Objects

Power-Ups

Super Mushroom



The Super Mushroom turns Small Mario into Mario. You'll find a few of these in predetermined locations, but they have a real knack of showing up when Mario is at his most vulnerable. When you're playing as Small Mario, Blocks that would otherwise contain more advanced power-ups usually provide Super Mushrooms.

Note

Super Mushrooms don't override other power-ups. If you're already carrying a spare power-up, you can collect a Super Mushroom to earn 10 coins.

1-Up Mushroom



The 1-Up Mushroom is among the most important power-ups you can find. Instead of granting new abilities, a 1-Up Mushroom provides you with an extra life. These valuable items are spread all throughout the game, so make sure you grab each one you find.

Fire Flower



The Fire Flower turns Mario into Fire Mario. This useful power-up is fairly rare, so take full advantage when you're lucky enough to find one.

Boomerang Flower



This power-up grants Mario the Boomerang Suit. You'll find Boomerang Flowers throughout the game, and they're always worth collecting.

Super Star



When collected, Super Stars make Mario temporarily immune to all damage. While under the Super Star's effect, Mario can defeat **enemies** simply by running through them. These rare power-ups cannot be stored, so make sure you're ready to use one before you collect it.

Super Leaf



When Mario collects a Super Leaf, he becomes Tanooki Mario. The Super Leaf is one of the game's most important power-ups—fortunately, it's also one of the most common. When you come across a Tail Wheel, chances are there's a Super Leaf in the area.

Statue Leaf



This power-up grants Mario an enhanced Tanooki transformation, allowing him to become Statue Mario at any time. Once you reach the Special **Worlds**, the Statue Leaf is a very common—and very welcome—power-up.

Propeller Box



When you find a Propeller Box, it's fairly likely you're going to need it. Since these items can only be used within the level, make sure you search each area for ledges and objects high above the ground.

Pick-Ups

Coin



You'll find coins scattered throughout every level. Whether they're hidden in Blocks or out in the open, coins are the most common pick-up you'll find. Each time you collect 100 coins, you earn an extra life.

Note

Many levels contain large golden rings called coin rings. These are typically used to mark suggested paths. Pass through a coin ring to collect five coins.

Star Medal



Star Medals are, hands down, the most important pick-ups you'll come across. Each level has three Star Medals, and you'll need to collect all of them to earn the maximum Star Rating. Locked levels can only be accessed after you've collected the required Star Medals. You'll have to do a lot of footwork to track them all down, but your effort will be rewarded.

Red Coin



Red Coins appear after you pass through a Red Ring. They vanish after a short time, so you must move quickly if you hope to collect them. If you manage to get them all, you'll be rewarded with a power-up.

+ Clock



Mario is always racing against the clock, and + Clocks allow him to stay one step ahead. Blue + Clocks grant 10 additional seconds, while green + Clocks provide a whopping 100 seconds.

Objects

Block



Blocks are common objects in nearly every level, but they serve a variety of purposes. Some Blocks form platforms or ledges to help you reach new areas, while other Blocks form obstacles that slow your progress through a level. Most Blocks can be smashed, but occasionally you'll find one that contains a pick-up or a Tail Wheel. You won't generally have enough time to check every Block in a level, but small groups of Blocks are usually worth a look.

? Block



? Blocks always contain an item of some kind. Most ? Blocks contain coins, but they're also the most common source of power-ups. As a rule, you should never pass by a ? Block without checking its contents.

Tip

Not all Blocks can be seen! Invisible Blocks are only revealed when hit from below, and they always contain an item of some kind. More often than not, you'll find Invisible Blocks by accident, but it never hurts to keep an eye out for a circle of coins or a suspiciously placed Block.

Roulette Block



A Roulette Block quickly cycles through a number of power-ups. When you hit a Roulette Block, it rewards you with its current contents.

Note Block



Note Blocks put a little extra spring in Mario's step. Note Blocks are usually located below items and platforms that can only be reached with a well-timed bounce.

Super Note Block



Super Note Blocks always lead to secret areas, so never pass one by without hopping on.

Directional Block



Directional Blocks can be used to reach objects and platforms that would be otherwise inaccessible. When you hit a Directional Block, it moves in the direction indicated by its arrow. A single hit causes the Directional Block to move a short distance. Use additional hits to gradually move it into the desired position.

! Block



Each time you hit a ! Block, a face block pops out of it. Hit the ! Block until all of its face blocks are in place to create a temporary path. ! Blocks reset after a short time, so it's important to move quickly.

Warp Box



When you touch a Warp Box, you're whisked away to a predetermined location. Although some Warp Boxes allow you to move freely between areas, others disappear once you use them. If you're not sure where a Warp Box leads, take care of any unfinished business before you enter it.

Baddie Box



When you approach a Baddie Box, an enemy pops out of it. Baddie Boxes contain an endless supply of willing foes, so it's usually best to run right past them.

Rock



When Mario runs up to a Rock, he kicks it into the air. When the Rock lands, it cracks open and reveals a coin. If you manage to kick a Rock into a pipe, you'll be rewarded with a 1-Up Mushroom.

P Switch



Step on a P Switch to uncover secret coins, reveal hidden trails, or move platforms into place. Most P Switch effects are temporary, so make sure you move quickly!

Red Ring



Before you pass through a Red Ring, make sure you check for nearby **enemies**. After you trigger the Red Ring, you have a short time to collect the revealed red coins. In some levels, Red Rings are your only source for vital power-ups. If you find an unusable Tail Wheel at the start of a level, check the path ahead for a Red Ring.

Note

Each Red Ring offers a predetermined power-up, but the reward switches to a 1-Up Mushroom if you're already using a suit or transformation.

Flip Panel



Step on a Flip Panel to create a temporary path. Flip Panels reset after a short time, so make sure you're not standing on the path when they do.

Checkpoint Flag



Touch a Checkpoint Flag to mark your progress through a level. If you lose a life later in the level, you'll be returned to the Checkpoint Flag. This is a real time-saver, so make sure you have plenty of extra lives on hand to be able to start from the Checkpoint Flag if needed.

Note

When Small Mario triggers a Checkpoint Flag, it returns Mario to his normal size.

Goal Pole



The Goal Pole signals the end of a level. To claim victory, you must jump onto the Goal Pole before time runs out. If you manage to jump to the very top of a Goal Pole, you're rewarded with an extra life.

Tip

Try to reach the top of every Goal Pole! This is an important step in unlocking the game's ultimate challenge.

Binoculars

Binoculars can provide useful information about the path ahead of you. Occasionally, you'll find valuable items and alternate routes that can't be seen from the main path. Whenever you're looking through Binoculars, keep an ear out for Toad. Toad calls out if he's in the area, so he's fairly easy to find. When you zoom in on Toad, he always rewards you in some way. Toad is eager to give gifts, so you can usually count on a power-up of some kind. Every so often, however, Toad will reward you with a valuable Star Medal.

Pipes



Pipes offer a quick and easy way to move between areas. Some pipes simply allow you to proceed through the level, but many of them lead to secret rooms. Every pipe leads somewhere, so make sure to keep an eye out for them.

Tail Wheel



When you spot a Tail Wheel, there's probably a valuable item somewhere above you. Tail-whip a Tail Wheel to raise yourself up to a secret area. Of course, only Tanooki Mario can do this, so you'll have to find a suitable power-up.

Switchboard



When you find a Switchboard, hop on to go for a ride. When you step onto a Switchboard, it activates one of two switches. Each switch moves the car in the corresponding direction. The trip is rarely a smooth one, however. Always be ready to reverse direction or jump to safety.

Cannon



Some levels contain special cannons that you can use to reach new areas. After you climb into a cannon, use the reticle to choose your trajectory. When you do, keep in mind that the obvious target is not always the best one. Before you fire off a cannon, always check the area for valuable pick-ups and alternate routes.



Tables Course Unlocks

Course	Star Medals Required to Unlock
W1-4	3
W3-5	15
W4-3	30
W5-3	40
W5-Bowser	50
W6-5	60
W7-3	70
W8-3	80
W8-Bowser 1	90
W8-Bowser 2	100












Tables
Special Course Unlocks

Special Course	Star Medals Required to Unlock
S1-Bowser	110
S2-Airship	120
S3-Airship	140
S4-Airship	160
S5-Bowser	180
S6-Airship	200
S7-Bowser	220
S8-1	230
S8-2	240
S8-3	250
S8-4	260
S8-5	270
S8-Bowser	290



Tables Star Ratings

Number of Stars	Conditions
	Complete W8-Bowser: Part 2 and receive the normal ending.
 	Complete all stages in Worlds 1-8 and collect all Star Medals from each stage.
 	Receive the special ending by completing all Special Worlds and completing W-8 Bowser: Part 2 a second time.
 	Collect all Star Medals from every stage and have viewed the special ending.
 	Collect all Star Medals from every stage, reach the top of every Goal Pole, complete every stage with Mario and Luigi (excluding Crown stage) and have viewed the special ending.